PREMIERE EDITION

MARIO KART® Wii

MARIO KART
Wii

MARIO KART Wii

PRIMA Official Game Guide

by David S. J. Hodgson

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Table of Contents

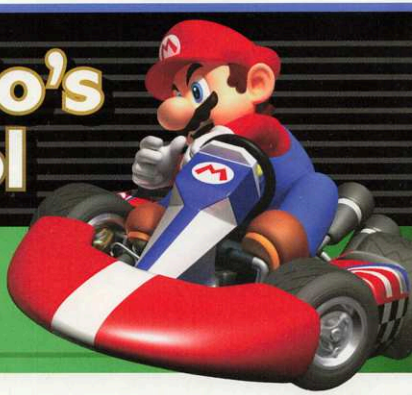
INTRODUCTION
Training: Mario's Driving School 2
Power-Ups and Projectiles 11
Karts, Characters, Bikes, and Beasts . 15

DRIVETHROUGH
Introduction 35
Wii CUPS
Mushroom Cup 36
Luigi Circuit 36
Moo Moo Meadows 40
Mushroom Gorge 44
Toad's Factory 48
Flower Cup 52
Mario Circuit 52
Coconut Mall 56
DK Summit 60
Wario's Gold Mine 64
Star Cup 68
Daisy Circuit 68
Koopa Cape 72
Maple Treeway 76
Grumble Volcano 80
Special Cup 84
Dry Dry Ruins 84
Moonview Highway 88
Bowser's Castle 92
Rainbow Road 96
RETRO CUPS
Shell Cup 100
GCN Peach Beach 100
DS Yoshi Falls 104
SNES Ghost Valley 2 108
N64 Mario's Raceway 112
Banana Cup 116
N64 Sherbet Land 116
GBA Shy Guy Beach 120
DS Delfino Square 124
GCN Waluigi Stadium 128
Leaf Cup 132
DS Desert Hills 132
GBA Bowser Castle 3 136
N64 DK's Jungle Parkway 140
GCN Mario Circuit 144
Lightning Cup 148
SNES Mario Circuit 3 148
DS Peach Gardens 152
GCN DK Mountain 156
N64 Bowser's Castle 160

BATTLE MODE
Block Plaza 164
Delfino Pier 165
Funky Stadium 166
Chain Chomp Wheel 167
Thwomp Desert 168
SNES Battle Course 4 169
GBA Battle Course 3 170
N64 Skyscraper 171
GCN Cookie Land 172
DS Twilight House 173

SECRET CHECKLIST 174

Training: Mario's Driving School



Welcome to the *Official Guide to Mario Kart Wii!* This book explains everything you need to know to dominate online races, unlock all the game's secrets, and perfect all 32 courses and 10 Battle mode stages! To begin with, here are some general strategies on how to race and your basic controls, plus some handy tactics on item use, driving any of the 36 different vehicles, and using any of the 25 different characters. Let's-a go!

Controller Options

There are four main ways to control the action (and a fifth if you remove the Wii Remote from the Wheel Controller). Here's what all the buttons and movements accomplish:

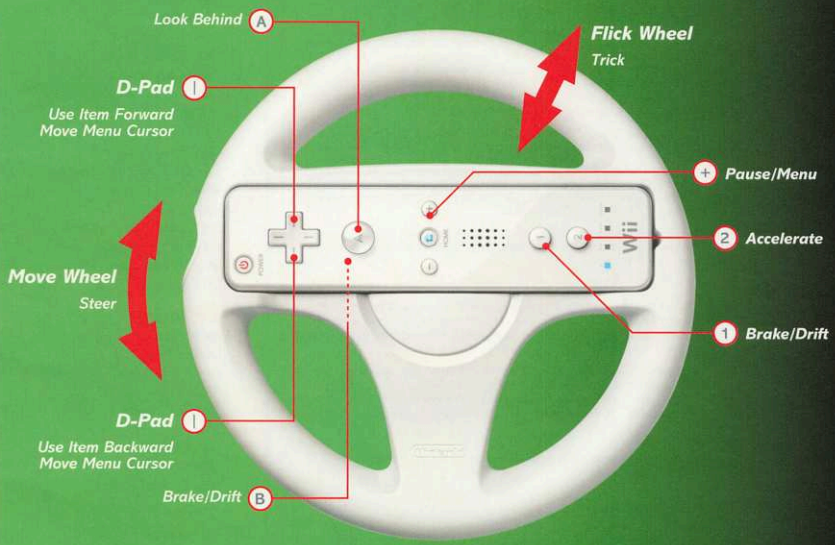
Tip

You can take the Wii Remote out of the Wheel and use the Wii Remote only, but if you do, tricks are almost impossible to pull off.

Control Scheme A: Wii Wheel Controller

This control scheme allows you to easily "flick" when you want to attempt a trick. But it is really easy to fire items forward or backward with the d-pad! This control option is the only one to be shown next to your name during rankings and online Ghost times.

Make sure you use this Wheel Controller if you want to reveal a specific unlockable! See the Secret Checklist at the back of this book for details.

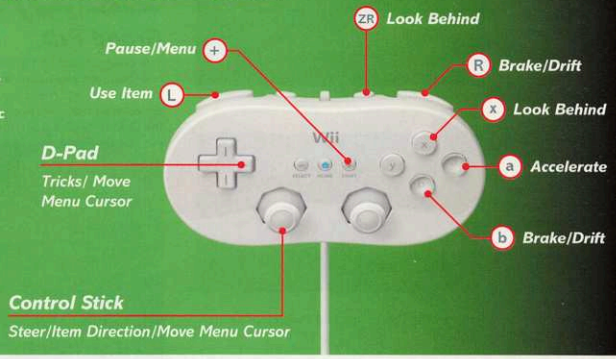


Control Scheme B: Wii Nunchuk Style

This is an excellent control scheme as an alternative to the Wii Wheel, although none of your times and rankings will have a Wheel icon next to them. Remember to flick the Wii Remote when you want to perform a trick, and that the direction influences the type of trick animation your character does. You can use the Wii Remote to navigate the menus by pointing the Wii Remote at the screen.

Control Scheme C: Classic Controller

This is a great control scheme to use if you favor a more classic feel; simply plug in your Classic Controller to your Wii Remote, and begin from the initial menu. If you need to change controller styles during your game, go back to the initial menu, and press your specific controller's Ⓐ button. You know when you're successful, because the button icons onscreen change to the ones for your specific controller type.

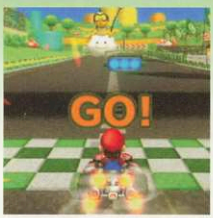


Control Scheme D: Gamecube Controller

If you played previous *Mario Kart* games, and want a wired connection and the old-school feel, then plug in a Gamecube Controller to one of the ports on your Wii, and begin a game. To perform a trick, you need to let go of the Control Stick and use the d-pad; be quick so you don't lose control! You can try wireless play if you use a Wavebird Controller. This is an excellent way for you to get up to four players at one Wii, if you don't have enough Nunchuks or Wii Wheels.

Basic Movement

Accelerate



Straightforward stuff, literally! Use the Accelerate button to dash up to top speed.

Brake/Drift

Use braking when you aren't steering to come to a complete stop. Keep holding to go in reverse. Drifting is discussed later in this chapter.

Steering

Steer left and right to move your vehicle in the appropriate direction. The stronger you pull the Wheel or the Control Stick, the more pronounced the turn.

Use Item

Pick up an item by smashing an Item Box. Items you've collected are displayed at the top left of the screen. Hit your Use Item button to select, then fire your item. Some items can only be fired forward; others don't need a direction. Refer to the Power-ups and Projectiles section for all the items you can collect.

Trick

Brand new to the game is the trick, a cool taunt and move your character does when your vehicle leaves the ground. Execute this over any ramp, including ones without dash panels. The direction you pull the Wheel, Wii Remote, or d-pad sometimes enables a different trick move. All offer the same boost of speed when you land.

Look Behind

This isn't often used, but it's a great way to quickly check on threats, such as incoming enemies or Shells. Use this if you think someone is drafting you, and you need to take evasive action. Make sure your path ahead is clear beforehand, though!

Game Options

Navigating the Menus

First, make sure you have a Mii already made, and launch the game. You can have up to four save games (as shown). The number of Gold placings in each of the Grand Prixs is shown on the save game. Remember to check Settings as well; you can change your Network Settings, and subscribe to the *Mario Kart* Channel. For more information on Network Settings and the *Mario Kart* Channel, consult your game's Instruction Manual.

Main Menu

You can now begin to play, either online or offline, almost instantly! The four main menus allow Single Player games, Multiplayer for 2, 3, or 4 local players (around the same console), Nintendo WFC (WiFi Channel) for 1 or 2 players, and the *Mario Kart* Channel.

Gameplay Modes

Grand Prix

This pits you (and up to three friends) in a series of four races called a cup. There are eight cups total (four are already unlocked). Four of them are Wii Cups, and these are brand new. Four are Retro Cups, and these are courses that have appeared in previous *Mario Kart* games. Check out the Drivethrough section for details on every single course!

You're racing against 11 other opponents, and the position you finish grants you a certain number of points, as shown in the nearby picture. It looks like Luigi came in eighth! Oh dear!

The Grand Prixs are split into 50cc, 100cc, 150cc, and Mirror Cups. The "cc" refers to the power of the vehicles, with 50 being the slowest. Once you beat all the 50cc and 100cc Grand Prixs, which allow only karts and bikes respectively, you can switch them to race using either vehicle type. This is advantageous because you can use your favorite vehicle to get a high ranking (see below).

Once you complete all four courses in the specific cup, you are given an award and a rank. Both are extremely important if you want to unlock additional courses, characters, and vehicles.

You receive a Gold Trophy if you finish first.
You receive a Silver Trophy if you finish second.
You receive a Bronze Trophy if you finish third.
You receive nothing if you finish fourth or lower.

You also receive a rank (shown in the bottom right of this picture). The following ranks are available (in order of lowest to highest): E, D, C, B, A, ★, ★★, and ★★★. Your rank affects how some game unlockables are released, so aim for a ★★★ rating. This takes a huge amount of practice, but it's worth it!

Tip

Are you constantly missing a ★★★ ranking? Then make sure you follow all these instructions:

Finish the cup with 60 points (four wins in a row).

Stay in first place during each race for the longest possible time.

Your ranking falls if you are hit by player-controlled rivals (their vehicles or items).

Your ranking falls if you drive off the track, crash into walls, or take damage from beasts, so avoid these!

Once you've obtained a ★ or better rating on every Grand Prix Cup (at all cc levels), your online name has a ★ added to it. If you see these players online, you know you're racing with the best!

If you obtain a ★★ or better rating on every Grand Prix Cup, your online name has ★★ added to it.

If you obtain a ★★★ on every Grand Prix Cup, you're among the very best in the world, and your name has ★★★ by it! Don't be fooled by players who use the ★ icon, though!

Time Trials

This allows you to choose any course, and race around it on your own, or with the company of a Ghost. A Ghost represents the actions of a previous player (which could be you, or anyone whose time you downloaded using the WFC). You can't strike a Ghost. Complete three laps of your chosen course, armed only with Triple Mushrooms (these are usually used at a shortcut once per lap), and check your time! Time Trials rely on precision driving; the use of wheelies, drifts, and good timing; and course knowledge.

Tip

Where to use your Mushroom, racing lines, and world-class times, including the vehicles that were used to get there, are shown for all 32 courses. See if you can beat these times. You'll need weeks of practice though!

Time Trials are ***the*** place to perfect a course, and learn how to take the different corners and shortcuts. There are also two separate Ghosts on each course for you to beat. Choose the "Race a Ghost" option after selecting the Nintendo Ghost, and beat it by around 5–10 seconds. Then another one appears! When you beat the second Ghost, consider yourself a master of that particular course.

Once you think you've mastered a course, go online to the *Mario Kart* Channel, select "Ghost," and check out the fastest Ghosts around. These can be sorted by Friend, Region, or Worldwide. There's a leaderboard to check out, too. Try downloading the "world champion." If you can beat that Ghost, consider yourself a grand master of that particular course!

Tip

Beating the Nintendo Ghosts also unlocks goods in this game. Refer to the Secret Checklist at the back of the book to find out exactly what you can gain!

VS

VS (or "Versus") mode is great for party-style games, or to practice a single course, and it's the main type of online race. You can also unlock special vehicles or characters by playing the right number of VS Race or VS Battle games. Is the fourth track of a cup causing you trouble? Then select individual courses in this mode to perfect your tracks one at a time! Races are against 11 other competitors, but with two differences: you can tweak a lot of settings, and your rivals' names appear near their vehicles.

You can choose "Solo" (the one scoring the most points wins) or "Team" (the side scoring the most points wins). Use the Rules menu to change your settings before the game starts. From this menu, you can choose: vehicle class, difficulty, vehicle types (kart, bike, or both), course order, item type (aggressive, strategic, both, or none), and number of races (from 2 to 32).

Battle

The fourth option offers a new style of gameplay and 10 stages (five Wii stages and five Retro) in which to drive around. There are no laps; instead, you pick one of two teams, and attempt to gain a better team score than the other, based on one of two modes of play:

Tip

Don't forget that you can change the rules of the Battle mode game before you start. Choose easy, normal, or hard CPU players; either karts, bikes, or both; stages in a random or regular order; and aggressive, strategic, or balanced items. The wins go from 2 to 10.

Balloon Battle:

Each team member has three Balloons tied to their kart or bike (only the standard kart or bike for your character's size is available). You must engage the opposite team and try to burst their Balloons. You lose a Balloon by being struck by a projectile, running into an item, falling off an area of the map, or being rammed by an opponent (usually with a Mushroom; the opponent gains your Balloon!).

Coin Runners:

Each member of your team must scour the stage, driving into Coins and picking them up, receiving points for each Coin you have in your collection. You lose Coins if you crash in one of the ways previously described, spilling some of your Coins (the more Coins you have, the more you spill). Coins are available across the stage at the start of the bout, and more fall from the sky as the match progresses. The Battle mode maps show the Coins available at the start of the match. Check your in-game map for locations of Coins that fall once the match is underway.

Tip

For specific Battle mode tactics, consult the appropriate section of this guide, near the back of this book.

Online-only Modes

Remember there's just as much (if not more) fun to be had racing online! Enter the Nintendo WFC, and you're greeted with four options. "Friends" allows you to find and race against your buddies; follow the onscreen instructions. "Ghosts" allows you to download and race Ghosts, and upload your own Ghosts to your friends and challenge them. You can also try a "Ghost Race," where you race successive Ghosts from around the world, honing your skills in the process (see picture). Rankings show how you're doing in the world, region, and among your friends in Time Trial and Tournament modes.

Tournament Mode

Tournament mode is a constantly changing and always-exciting special feature! Subscribe to this channel, and you're given new Tournaments almost every day! Tournaments are challenges that only appear once. Compete in these mini-challenges and post your totals online. In this example, you race Mario Circuit, but with two Chain Chomps loose and rampaging across the track! Or, you could be sent to Shy Guy Beach to fire Shells at Sidesteppers to record your best time. This crazy and constantly changing feature is full of fun!

Tip

Winning lots of online races is another way to unlock goods from this game. You don't have to simply play the Grand Prix mode over and over!

Karts and Bikes

There is a brand new vehicle style to try out in this game: bikes! First, refer to this guide's Characters and Vehicles chapter for the minute differences between the different (and secret) vehicles. In general terms, however, here is how karts and bikes differ:

Bikes are better at cornering than karts.

Karts have a better top speed, in general.

Bikes can attempt wheelies, making them faster in straights.

Karts can attempt double drifts (yellow sparks), making them faster out of turns.

Weight Divisions

There are three weight divisions: Lightweight (signified by an "S" for Small), Middleweight ("M" for Medium), and Heavyweight ("L" for Large). There are 12 different karts and bikes for each class (making a total of 36; 18 karts and 18 bikes). Choosing a different character within each weight class doesn't affect your vehicle's characteristics; only the vehicles vary. In completely general terms, here are the advantages of the different weight classes.

Lightweight:
Usually better handling and acceleration, and they recover from spin-outs faster.

Middleweight:
A good compromise between Lightweight and Heavyweight classes.

Heavyweight:
Usually better speed and weight. Good for jostling into lighter vehicles.

Vehicle Characteristics

When you choose a vehicle to drive, it has a number of statistics to take into consideration. Here are general notes on what each statistic means:

Speed:
How fast you go once you reach maximum velocity. This is not how quickly you reach top speed, but the actual speed that is theoretically available. If a course is full of twists and turns, top speed may be irrelevant.

Weight:
How heavy your vehicle is. The heavier your vehicle, the better off you are if you're jostled by rivals. You won't be struck and spun around so much.

Acceleration:
How quickly you can reach your top speed, and move after you hit a patch of off-road mud and drive back onto tarmac. Remember that even vehicles with poor acceleration are great if you employ a turbo start (which instantly accelerates you).

Handling:
This is how pronounced your steering is. Vehicles with low handling take a while to turn, or "understeer." Vehicles with a high handling turn really quickly, or have "oversteer." Oversteer is great on a course with really tricky corners.

Drift:
This is how quickly a vehicle turns once drifting (the ability to powerslide, or skid, and start creating sparks) is employed. Combine steering and drifting for sharper and more precise cornering, and gain a speed boost, thanks to a mini-turbo. Find more on drifting later in this chapter.

Off-Road:
This is how well the vehicle performs when off the tarmac or main road. Usually this isn't a good plan, because once you've learned your courses, you should be staying on the track. But it is great to use for shortcuts, or after a spin-out.

Mini-Turbo:
Once you complete a drift, and blue sparks appear from the back wheels, you can release the drift and automatically jet forward. This is a mini-turbo, and it quickens your pace. Karts can additionally drift until yellow sparks appear, and execute a "double" mini-turbo.

Critical Driving Skills

The Turbo Start

Yes, it's back! The turbo start allows you to reach your vehicle's top speed instantly, from the starting line at the beginning of any race! The trick is to press and hold the Accelerate button the very millisecond after you hear the second "beep!" for fastest results. If you're using a bike, remember to wheelie just afterward, too!

If you fall from the track, and you're winched back by Lakitu and his cloud helper, you can turbo instantly at this point, too. Simply press and hold the Accelerate button at the very moment Lakitu drops you. This gets you back into the race much faster.

Drifting

Begin to steer around a corner, and hold down the Drift button. Sparks ignite off the back of your vehicle, and you begin to powerslide; this is a great technique for zipping around a tight corner. Now flick your steering until the sparks turn blue (and then yellow, if you're in a kart). Then release to execute a mini-turbo. This is the key to winning races, so perfect this technique!

Tip

Are you new to this game? Then opt for Automatic Drifting in the Options before a race until you've perfected your other maneuvers.

Practice steering and drifting in different directions (you can end up sliding sideways if you steer in one direction, then drift and change direction!), and quicken your "flicking" to increase the speed of reaching blue or yellow sparks. Choose a vehicle with a high drift characteristic to help you.

Hopping

Notice that when you begin to drift, your vehicle does a quick "hop." Use this to your advantage, because you can quickly steer, then tap the Drift/Brake button to change direction with a hop. This technique allows you to maneuver more sharply around curves, or over small gaps (such as the icy cracks shown here). Try this along with steering to vary the angle of your racing line.

Drafting

This new technique is excellent and dangerous! It's most useful on straights, at the start of a race, or when you're chasing down a rival. Get behind a foe, and watch as blue speed marks shoot around your vehicle; this is drafting. Stay behind your foe and you gain a burst of speed, allowing you to bash through your foe and steal a place!

Caution

Watch out! If you draft, a rival may drop an item, which is very difficult to avoid! You should do this, too, and look behind to check for someone using your slipstream to draft.

Double Mini-Turbos

This is only available on karts. Execute a drift, and flick your controls until blue sparks appear. Now furiously continue to flick until yellow sparks appear. This indicates that you'll perform a double mini-turbo when you release the drift. This is an extra-quick burst of speed that bikes can't achieve. Always try for double mini-turbos if you can, usually around longer corners.

Wheelies

Only available to bikes, this allows you to get up on your back wheel, and race along at a faster-than-normal top speed. This is great for snatching victory on a final stretch, but use this only on long straights because you have very limited turning ability. Stop a wheelie by tapping drift, or starting a drift. If you see rivals trying to wheelie, ram into them, because they are less stable. A wheelie is well worth doing after a turbo start, and throughout Time Trials.

Boosting

There are two types of "dash panels" on the courses: regular ones (picture 1) that appear on the ground and at the end of ramps, and vertical ones (picture 2) that are blue and allow you to launch upward. Both allow a shot of extra speed—boosting—that is advantageous for obvious reasons. Use regular dash panels and perform a trick off them if they end in a ramp; otherwise, drift or steer onto them. As for vertical dash panels? Use them and you fly into the air (sometimes through Item Boxes) and can perform a trick. Then you land with a boost. These usually take longer to perform than using the simple corner below a blue dash panel, so the use varies based on your situation.

The Racing Line

You don't need to turn and follow every single corner, or drive around all the track; there's a racing line to follow. Essentially, this is the shortest distance around a track, and it allows for cutting in sharply around corners, taking a middle road through chicanes or winding turns, and even using a Mushroom to cut around an off-road section instead of a corner! All the best racing lines are shown on the course maps throughout this guide.

Hazards

There are plenty of harmful elements aside from your rivals in every course, and these are shown in detail on each course's map. Hazards range from mud and other off-road areas that reduce your vehicle's speed tremendously, to giant fiery cannonballs shot at you by a menacing Mecha Bowser! Also watch for fences; some tracks have gaps (including the ridiculously frightening Rainbow Road!), and others have gaps over bottomless pits. Racing is dangerous work!

Jostling

Get ready to be pushed around, and get used to giving and taking as best you can! Heavyweight drivers are the kings of jostling, as their karts and bikes can push lighter vehicles around. If you're more interested in staying out of combat, choose a vehicle that's lighter weight and has better other characteristics, then hang back and seek revenge with an item instead!

Using Items

Tip

Check out all the available items in the Power-ups and Projectiles section!

Item Boxes

Rainbow boxes with a "?" on them are dotted throughout the courses (except in Time Trial mode), and each contains a random item. Run into the box to claim the item. Item Boxes can be found in a line on a track, in a cluster, singly, tethered to a moving object, or floating above a vertical dash panel.

Aggressive and Strategic Items

There are two main types of item; ones that are designed to take down an enemy or a group of rivals (aggressive) and those that are mainly beneficial to you (strategic). You can change the type of items that appear in VS and Battle modes. Remember that "weaker" items (single Bananas and Green Shells) are given out the closer you are to first place. If you're at the back of the pack, you'll gain "stronger" items (Lightning, Stars, Mega Mushroom, POW Block).

Firing Ahead or Behind?

Remember that you can fire certain items (such as Shells, Bananas, and fake Item Boxes) both forward and backward. This is very important because it allows you to choose the type of offensive play you want to make. Is a rival in front of you? Then throw a Banana over his head, so he drives over it without having time to react! Is a foe drafting behind you? Let out a Banana to throw him off! Remember to also keep "Triple" items in your vehicle until you need to use them, making foes think you're more vulnerable than you are.

Good Item Placement

The key to winning is not only to learn how to take a corner, but when and where to drop a Banana or ricochet a Shell off a wall. Fortunately, the course maps all show some great spots to lay down an obstacle that can be difficult to swerve around!

13 Lucky Tips!

Try some or all of the following when you're racing to maximize your winning potential!

1. Are you playing online with human opponents? Make a secret pact with one before the race to not hit each other, but to concentrate your jostling on another player instead.
2. Check the rankings during Grand Prix, and you'll see a computer rival is consistently taking first and second place finishes. Concentrate on taking down this foe from now on!
3. If a race goes badly, don't give up! Even if you're in 12th place, keep racing, because your rivals may make a mistake, and you're more likely to grab a great and powerful item!
4. Drafting is a great way to boost through a foe, but you may want to race just behind and to the side of them, to unnerve them! It also allows you to easily dodge any item they might drop.
5. Think about cutting corners all the time and use your items wisely (such as using Mushrooms and Stars to cut across areas of grass). You need to reach the race leader by the most direct and shortest route possible.
6. Download the latest and greatest online times, and watch the very best weave around a track. Check exactly when and where they drift, boost, and turn, and their racing line. Now copy it!
7. Always subscribe to the *Mario Kart* Channel so you can download the most recent Tournaments and prove your rankings worth every day! Other goods appear from time to time, too!
8. Item placement is incredibly important. Don't drop Bananas just because you think they are useless. Put them around a blind corner, or drop them among Item boxes when you grab your next power-up.
9. Don't just try for a single strike; double-hit your foes! This means throwing a Shell that hits them, and the force of the blast spins them off the course for even more embarrassment! Or, zap Lightning on a foe so they spin and fall off a ramp!
10. Try not to throw items away as soon as you grab them; save items, especially ones that are very useful such as Mushrooms, for the final lap, in case you're passed and need an extra boost to the finish.
11. If you're well in front, or playing in Battle mode, you can find a reasonably secure area where Item Boxes spawn, and sit in the exact spot where one appears. Grab the item, toss it if you don't need it and wait for another, but move on eventually so you aren't a sitting duck!
12. Are you having problems maintaining first place? Then make sure you stock up on Green Shells or Bananas before you speed to victory, and use them to drop behind you, deflecting incoming Shell attacks from foes. This can save you from everything except the Spiny Shell.
13. Unless you're aiming for a ★★★ ranking, stay in second for most of the race. Why? You're far enough away from a Spiny Shell blast radius, and ready to zip into the lead after the rival is knocked about.

Note

Remember that the racing lines we show, and the tactics available in this guide, are only some of the almost infinite combinations and racing plans you can try. You may be able to smash the Ghost records shown by using a completely different combination of driver and vehicle!

Power-Ups and Projectiles

The following items appear when you drive through Item Boxes during certain types of races. They are split into two categories: aggressive and strategic. Use aggressive items to knock or threaten other racers. Use strategic items to gain position. Also in this section are items that appear in Battle mode only.

Aggressive Items

Note

For additional tactics on these Power-ups, refer to the previous Training section.

Banana

Firing Zone: ♂ *and* ♀
Range: Short

If another racer (or you) hits the Banana, the racer skids to a standstill.

If you're thrown forward, swerve to the side so you don't run into your own trap.

Position Bananas on the inside of blind corners, slopes, or narrow roads.

Ideally, enemies should spin, and then slide off the track (into water, lava, or into a bottomless pit).

Throw them at enemies nearby, but ahead of you.

Sometimes enemies, or piles of leaves, will drop a Banana if you strike them (with your kart or another item).

Drop Bananas behind you to stop a drafting rival, or just before an incoming Red or Green Shell hits you.

Triple Bananas

Firing Zone: ♂ *and* ♀
Range: Short (per Banana)

Use this item, and three Bananas appear behind you, trailing your vehicle.

All of the tactics presented in the "Banana" section apply to the Triple Bananas.

Any of the Bananas can be used at any time, or you can save the item.

Try placing the three Bananas in a single area, to maximize your chances of a foe hitting one.

Or, place them over a series of three blind corners, slopes, or narrow roads.

Triple Bananas automatically deflect up to three Red and Green Shells.

They act as excellent protection for your rear. Definitely use them if you're in the lead.

You can also swerve in front of a foe, and let them drive into your Banana trail.

Activate this item immediately; you can grab another item while the Bananas are still functioning.

Fake Item Box

Firing Zone: ♂ *and* ♀
Range: Short

This appears to be a regular Item Box from a distance, but it's slightly darker and the "?" is upside down.

If another racer (or you) hits the fake Item Box, they tumble until they come to a stop.

You can also throw this item forward (ideally at enemies nearby, but ahead of you); swerve so you don't run into it!

The optimal spot for this item is directly behind another Item Box (when they appear in a row).

Another great spot is among a cluster of Item Boxes, or as near a single Item Box as you can.

Position fake Item Boxes on the inside of blind corners, slopes, or narrow roads.

Drop them behind you to stop a drafting rival.

Green Shell

Firing Zone: ♂ *and* ♀
Range: 10 Bounces

Fire these forward or backward at a rival.

Use them to prevent an incoming item from hitting you.

Green Shells do not home in on their targets; they travel across and sometimes off the track, and ricochet off solid objects such as fences and walls.

They disappear when they strike a rival, or bounce off around 10 fences or walls.

They also disappear when they strike certain pieces of scenery (such as a beast), fall off the track, or hit a racer using the Star item.

Fire forward when you have a good line of sight or you can predict where your foes will be, and dodge your own Shells, please!

When struck, a racer somersaults and slows down considerably.

Fire backward at drafting foes. Or fire them at those targeting you, when the "incoming" beeps are the loudest, to deflect the item.

You cannot place a Green Shell in a stationary position; if you see any, they have been dropped by foes.

Triple Green Shells

Firing Zone: ♂ *and* ♀
Range: ***10 Bounces (per Shell)***

Use this item, and three Green Shells circle your vehicle.

All of the tactics present in the "Green Shell" section apply to the Triple Green Shells.

Any of the Green Shells can be used at any time, or you can save the item.

You can also fire all three Green Shells in quick succession, and even behind you!

This can really take down a rival in front, or behind you.

This also acts as a constant shield from rivals attempting to get near you; move near them, and they get struck by a Shell, leaving two Shells circling you.

Activate this item immediately; you can grab another item while the Green Shells are still functioning.

Red Shell

Firing Zone: ♂ *and* ♀
Range: ***Until Contact***

Fire forward. The Red Shell locates the nearest competitor ahead of you, follows it, and explodes.

When struck, a racer somersaults and slows down considerably. If you want this item to work correctly, only use it in second or worse place; if you're in first, the Shell misfires.

You can fire these at racers you cannot see, because Red Shells move around corners. Aim for foes no more than three corners ahead of you.

However, they can hit scenery. They can miss if a foe drifts and changes direction at the last moment, or moves quickly behind scenery after a sharp turn.

Impact is assured if you can see your rival, you're on a straight, or there are few obstacles between you and your foe.

Fire backward, and these act like Green Shells. Use them on drafting foes. Or fire them at those targeting you, when the "incoming" beeps are the loudest, to deflect the item.

You cannot place a Red Shell in a stationary position; if you see any, they have been dropped by foes.

Triple Red Shells

Firing Zone: ♂ *and* ♀
Range: ***Until Contact (per Shell)***

Use this item, and three Red Shells circle your vehicle.

All of the tactics present in the "Red Shell" section apply to the Triple Red Shells.

Any of the Red Shells can be used at any time, or you can save the item.

You can also fire all three Red Shells in quick succession, and even behind you!

This can really take down a rival in front or behind you. Spread out the firings, or the Shells home on the same target.

This also acts as a constant shield from rivals attempting to get near you; move near them, and they are struck by a Shell, leaving two Shells circling you.

Activate this item immediately; you can grab another item while the Red Shells are still functioning.

Spiny Shell

Firing Zone: ♂
Range: ***Until Contact***

Fire this at the race leader. Do not use it if you are in the lead (or it simply drops away, useless).

It flies over all other foes between you and the leader, hovers behind them for a second, and then strikes.

The resulting strike creates a large, blue, circular explosion, lasting 1–2 seconds.

It somersaults the leader into the sky, causing a major delay for the rival and anyone else hit.

The blue ball of explosive fire also inflicts the same somersault on anyone caught in the blast radius (including you!).

If the leader is in the air when the Shell hits, the explosion surrounds them like a bubble.

It is almost impossible to avoid, although if you time a Mushroom the moment before the Shell strikes, you can outrun it!

Alternately (and very rarely), you can drift around a corner and boost between scenery, causing the Shell to miss.

This is an excellent item when you're in second, third, or fourth place. Avoid the leader (or even overtake them before the Shell hits)!

Bob-omb

Firing Zone: ♂ *and* ♀
Range: ***Medium, explodes 1–2 seconds after throw***

Throw this forward, and it lands around 50 feet from you, ticks for a couple of seconds, and explodes.

Throw this backward, and it ticks for a couple of seconds, then explodes.

If it hits a rival, it explodes immediately. The explosion has the same dimensions as the Spiny Shell explosion.

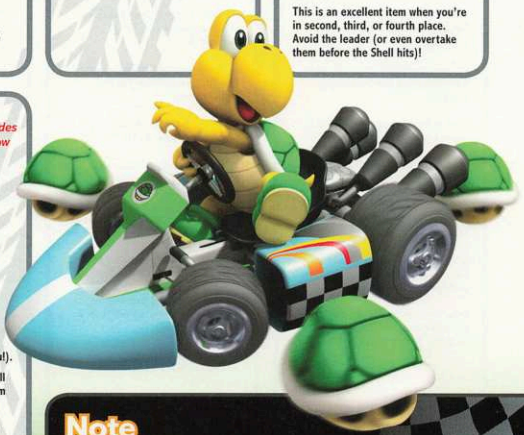
It somersaults the rival into the sky, causing a major delay for them and anyone else hit.

The orange ball of explosive fire also inflicts the same somersault on anyone caught in the blast radius (including you!).

If a foe is in the air and the thrown Shell hits them, the explosion surrounds them like a bubble.

An excellent attack with a good radius, it's best used to waylay foes where groups of them congregate, such as in narrow areas.

Also use this on a straight, when multiple enemies are attempting to draft behind you.



Note

Fire a Green or Red Shell at an obstacle (such as a Banana) in front or behind you, or a smaller enemy, such as a Goomba. If the Shell connects, the obstacle or small enemy disappears (and the enemy sometimes drops a Mushroom). This is useful for "tidying up" dangerous areas of track.

Blooper

Firing Zone: ***Instant***
Range: ***10 seconds (approximately)***

When used, it coats all competitors in front of you in thick Blooper ink for around 10 seconds.

It is easy to tell who is affected, as their characters are covered in the black ink.

If you are affected, your screen is covered in blotches of ink that gradually run down the screen, then fade.

Use a Mushroom or dash panel to fade the ink faster.

Use this to blind rivals temporarily.

When this is used on you, look ahead to the areas of track that are incoming, and use the racing line based on memory.

Also look ahead immediately to check on incoming items, such as Bananas.

Use this where your rivals are about to enter an area dotted with obstacles—either items, or a tricky part of track.

Lightning

Firing Zone: ***Instant***
Range: ***10 seconds (approximately)***

This zaps all other racers to a tiny size, making them much slower until the item wears off.

Save this (if you can) for the last lap of a race to succeed against a competent rival or two.

Zapped karts are a third your size, and half as fast as you, for the duration of the Lightning.

You can now pass by (or over!) rivals much more easily, and without being jostled.

When any racer is struck by Lightning, the sky darkens, and they spin out of control.

Time the attack so at least one rival spins off a ramp, or off the side of a track, losing even more time.

If you're struck, you can fall off the track. Lakitu fishes you back on the track, and you're normal-sized.

Lightning is very powerful. Use it to move ahead quickly, ram rivals, or punish those who previously bested you.

Lightning Cloud

Firing Zone: ***Instant***
Range: ***10 seconds (approximately)***

This gives you increased speed and durability, and stops you from being jostled for around 10 seconds.

The Lightning Cloud forms over your vehicle the moment you select it; you cannot start it when you want.

Take advantage of this if you wish, zooming ahead, through beasts, and gain positions.

At the earliest possible moment, crash into a competitor; the Lightning Cloud then transfers to them for the remainder of the time.

Once the Lightning Cloud runs out, it zaps you just like Lightning. You are shrunken!

If you find this item, the best plan is to speed forward, look for a foe, and then strike them.

If this isn't possible, gain as much ground as possible, then fall off the track if you can when you're shrunk.

If someone near you has this item, you can hear it. Slow down behind them, or speed away. Avoid it at all costs!

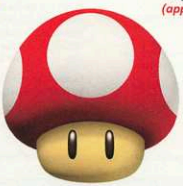
Strategic Items

Note

If you're struck or affected by the Spiny Shell, Star, or Lightning (or the Mushroom if your foe has turboed into you), you lose the items you are carrying. If you are playing Split Screen Multiplayer games, and you see a rival about to threaten you with one of these items, use your own first. It's worth sacrificing your own Lightning (for example) to remove one of these dangerous items from a rival.

Mushroom

Range: ***3 seconds (approximately)***



Use a Mushroom, and you're given an immediate short turbo, rocketing your vehicle to higher-than-top speed.

Use a Mushroom on straightaways, because it makes turning difficult. You turn very wide, and can easily hit the sides or fall off the track completely.

This is also an alternative if you land from a jump without performing a trick. You turbo to top speed at once.

Ram rivals using a Mushroom, and they spill certain items. If you hit a foe fast enough, they lose speed or control.

Mushrooms (and other items) appear on the ground after you ram a beast, too. Mushrooms are best savored, either for shortcuts, or for a race to the finish on the final lap.

All the preferred places to use a Mushroom are shown in the Drivethrough section of this guide.

Triple Mushrooms

Range: ***3 seconds (per Mushroom)***

Use this item, and you are granted three separate Mushrooms to use whenever you wish, or until you are struck or crash.

All of the tactics (and in-game effects) present in the "Mushroom" section apply to Triple Mushrooms.

Wait at least three seconds between using each Mushroom (at the very least), or you waste the power of the initial boost.

Use this set of items as one nine-second boost of speed, or three separate three-second ones.

You start every race in Time Trial mode with Triple Mushrooms.

Follow the advice in the Drivethrough section of this guide; it shows you *exactly where* to use one on each lap.

Golden Mushroom

Range: 1-3 seconds per boost (around 5 boosts)

When this is employed, you have a constant supply of turbos for as long as the Golden Mushroom is available.

All of the tactics (and in-game effects) present in the "Mushroom" section apply to the Golden Mushroom.

Instead of being a "single use" Mushroom, use it as many times as possible.

The initial speed is even faster than a Mushroom. It can keep you at this speed constantly, if you tap the item button.

This is mainly used to catch up to rivals. Try this on straights or the many off-road shortcuts.

Your cornering is marginally better with this Mushroom type, but sharp corners are still very difficult.

The more straights the course has, the more useful this item becomes.

Mega Mushroom

Range: 10 seconds (approximately)

Grow to three times your normal size for the duration of the power-up!

During this time, you are invincible, except if you drive off the sides of the track.

The effects of a Mega Mushroom will also be canceled by a foe using a Bullet Bill, Lightning, or a Star.

It also boosts your speed slightly higher than your regular maximum (but not as fast as the Mushroom).

Cornering becomes less precise, but you can easily turn. However, it is easier to get stuck, so don't use this in highly congested areas.

Run into an obstacle, or get struck by one behind you, and it is destroyed, while you are unaffected.

Obstacles include rivals' items, cars, and beasts. It does not include fences or other solid track features.

You can ram any rival, squishing them. Rivals also drop items such as Shells and Mushrooms.

Use this to strike as many competitors as possible, but mainly concentrate on racing to first position.

Star

Range: 10 seconds (approximately)

The Star (also known as Starman) grants you invincibility for a short time.

It also boosts your speed slightly higher than your regular maximum (but not as fast as the Mushroom).

It also maximizes your vehicle's grip, meaning there is no control loss around corners.

Run into an obstacle, or get struck by one behind you, and it is destroyed, while you are unaffected.

Obstacles include rivals' items, cars, and beasts. It does not include fences or other solid track features.

You can ram any rival, throwing them into the air. Rivals also drop items such as Shells and Mushrooms.

Use this to strike as many competitors as possible, but mainly concentrate on racing to first position.

Stars sometimes appear on the tracks; for instance, they can emerge from the leaf piles in Maple Treeway, or fall from the heavens in Rainbow Road.

Bullet Bill

Range: 10 seconds (approximately)

Upon use, this immediately changes you into a large Bullet Bill! Technically, you are invincible during this time.

This boosts your speed significantly higher than your regular maximum.

You have limited control over your new form; Bullet Bill flies around the middle of the track.

If you steer constantly in the middle of the track, you go faster.

During this time, knock into every competitor you can, so they spin out.

If a Bullet Bill is approaching, let them past, then follow them, using the path they clear to draft, if you can.

POW Block

Range: 4-5 seconds (countdown)

Launch this, and a POW Block appears over the heads of every competitor in front of you.

You can continue driving normally. Everyone else watches as the POW Block shrinks.

Once it disappears, every competitor in front of you spins out to a standstill.

Use this to drive up through the race rankings as quickly as possible.

Combine it with other items, such as Red Shells launched at foes who have already spun out.

If you are on the receiving end of a POW Block, you can avoid its effects by performing a wheelie, trick, or being airborne when the countdown ends, but your timing must be precise.

Competitors off the ground are unaffected by the POW Block.

Time your driving so you reach a ramp, bridge, or other area where you'll be airborne.

Battle Items

Balloon

Range: Until popped

Your vehicle is festooned with three balloons, either red or blue.

These balloons cannot be used offensively.

Instead, use the scenery and armaments in your battle arena to keep your vehicle from being struck.

A balloon pops each time your vehicle is struck.

You can use a Mushroom or a Star to crash into an opponent, and steal a Balloon from them.

Check the "Battle Mode" section for further details on this mode.

Coin

Range: Until dropped

These are scattered about the Battle mode arenas. Each one collected adds one to your total.

Coin locations are shown on the in-game mini-map, and the guide map.

As the battle progresses, more Coins drop from the sky. Look for them on the mini-map.

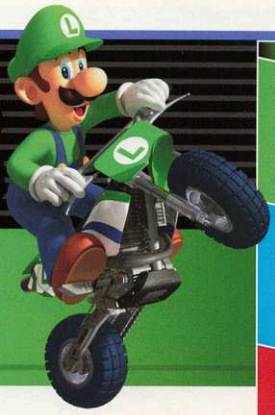
If you are struck, some Coins are spilled.

The total number of Coins depends on the size of the stage and the number of competitors. It's possible to collect every Coin on the map (though keeping them is difficult)!

Keep as many Coins as you can when the end of the battle occurs.

Check the "Battle Mode" section for further details on the mode.

Karts, Characters, Bikes, and Beasts



Welcome to the chapter where all the various characters, and their vehicles, are revealed! All the characters are shown by the weight class they fit into (along with their racing colors), and then the karts and bikes for that weight class are revealed, along with statistics and tactics for each. Finally, each of the beasts roaming the courses throughout your races are shown, along with their guide map icon. Let's ride!

Lightweight Division: Characters

Baby Mario

It's-a me! Baby Mario! He's looking for more than just a feeding. This time it's all-out victory!

Baby Luigi

Brother Baby Luigi isn't friends with Chain Chomps any more, but he drives a mean perambulator!

Baby Peach

Baby Peach loves to fly, and she's very excited about the chance to defeat Baby Mario. Again!

Note

In this game, the differences between the different characters in the same Division are so tiny that they don't affect normal driving. It is the vehicles that truly give you a unique driving experience, so remember that when making your choice!

Tip

Is your favorite character not available in your Character Selection menu? Do you want to try a vehicle out, but can't find it? Then look for two different icons in this chapter:

This refers to characters and vehicles that are available from the start.

This refers to characters and vehicles that must be unlocked as you play the game. Refer to the Secret Checklists for information on how each one becomes available!

Baby Daisy

Hello, Baby Daisy! She used to ride with Baby Luigi, but he got frightened of her!

Toad

After Toadsworth granted his request to race, Toad began practicing on Peach Beach.

Toadette

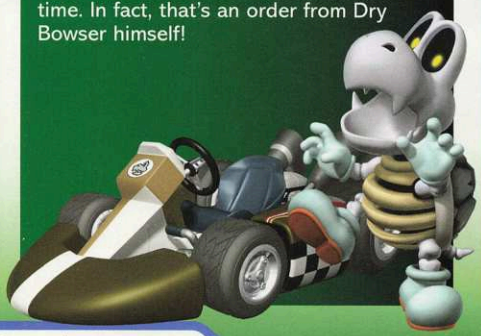
Toad's sister has been granted permission to play from Princess Peach. She's so excited!

Koopa Troopa

He remembers the *Super NES* days, when his ride was the sweetest. Pick him this time, too!

Dry Bones

He's determined not to fall apart this time. In fact, that's an order from Dry Bowser himself!



Mii (Small: Outfit 1)

Make your Mii small, and you can use the Lightweight vehicles. Those snug overalls are based on your favorite color!

Mii (Small: Outfit 2)

Make your Mii small, and unlock Mario's dungarees for a cool new look! Remember; you're unlocking your own Mii, not this one!

Lightweight Division: "S" Class Karts

Standard Kart S

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Acceleration, Handling, Drift
WORST CHARACTERISTICS:
Speed, Weight

Baby Mario

Baby Luigi

Baby Peach

Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

Use this kart when you're first setting out on the *Mario Kart Wii* courses. It allows you to attempt some excellent cornering, and you can easily drift and execute single and double mini-turbo boosts. Unfortunately, you'll never beat the faster vehicles on a straight, and you'll definitely get knocked about by almost everyone, which is a problem for all Lightweight vehicles. However, you can accelerate quickly after your bumping!

Booster Seat

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Acceleration, Handling, Mini-Turbo
WORST CHARACTERISTICS:
Speed, Weight

Baby Mario

Baby Luigi

Baby Peach

Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

This crazy contraption is essentially a more "tweaked" version of the Standard Kart S, with much better handling and acceleration, but worse speed and weight. The excellent handling means you might steer too quickly into a corner, so get used to this. It has fantastic mini-turbo power, and some good off-road characteristics. However, these are only advantages if you aren't struck or in a flat race, otherwise this is too light, and too slow!

Mini Beast

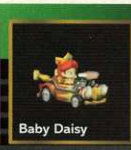
Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Drift, Mini-Turbo
WORST CHARACTERISTICS:
Acceleration, Off-Road

Baby Mario

Baby Luigi

Baby Peach


Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

This is a monster of a vehicle once top speeds are reached, and it can run with the fastest vehicles around. Incredibly adept and quick drifting allows the kart's awesome mini-turbo power to kick in. If you're in the lead, and can maintain it, the Mini Beast can keep you there! Unfortunately, it is very slow to move, gets terribly bogged down off the track, and has only reasonable handling, meaning you need to predict corners before flinging a Mini Beast around one!

Cheep Charger

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Drift, Mini-Turbo
WORST CHARACTERISTICS: Weight, Speed

Think of the Cheep Charger as offering a similar performance to the Standard Kart S, but with more pronounced advantages and disadvantages. If you need a kart to out-accelerate almost any other vehicle, here it is! Plus, you can easily skid around corners, make your drifts, and rocket forth using mini-turbos with ease. The only problem? You won't be going very fast when you reach top speed, and this kart always comes off worst when it's jostled!

Tiny Titan

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Handling, Off-Road
WORST CHARACTERISTICS: Drift

Some impressive off-road characteristics make this vehicle a good candidate for courses with shortcuts over slow-going ground. Otherwise, this is a reasonably average vehicle. Unlike most lightweight karts, the speed and weight are around average, allowing you to jostle well with most other vehicles. The big problem is this kart's drift; it takes a very long time for the blue and yellow sparks to fly, so don't expect many mini-turbos!

Blue Falcon

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed
WORST CHARACTERISTICS: Off-Road

On loan from Captain Falcon, this F-Zero vehicle offers something no other small kart can: fantastic top speeds! If you can slowly build your speed up, thanks to its mediocre acceleration, you can fly around the track. And the handling, although nothing special, is good enough to keep your speed up. Don't expect too much in the way of a mini-turbo boost though, and try not to drive over anything other than tarmac.

Lightweight Division: "S" Class Bikes

Standard Bike S

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Drift
WORST CHARACTERISTICS: Weight, Speed

Baby Mario

Baby Luigi

Baby Peach

Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

This bike has very similar statistics to the standard kart and is designed with the rookie racer in mind. The acceleration, handling, and drift are all good, and so is the mini-turbo functionality, allowing you to make adept drifting corners. Turning is always easy, and you can even make it a few feet onto off-road areas before really slowing down. The only problems? The top speed is less than average, and you're far too light to be effective when jostling!

Bullet Bike

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed, Drift, Mini-Turbo
WORST CHARACTERISTICS: Weight, Acceleration

Baby Mario

Baby Luigi

Baby Peach

Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

This is almost opposite in characteristics to the Standard Bike S, but once you've mastered each course, choose this bike to gain a faster Ghost time. It has good speed and phenomenal drift and mini-turboing! In fact, it is so good at drifting, you'll crash the first time you corner; learn to turn in the opposite direction to the drift to play with the severity of the turn. Once you speed off, you're difficult to catch. Unfortunately, it takes a long time to reach maximum velocity!

Bit Bike

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Mini-Turbo
WORST CHARACTERISTICS: Weight, Speed, Drift

Baby Mario

Baby Luigi

Baby Peach

Baby Daisy

Toad

Toadette

Koopa Troopa

Dry Bones

Mii (Small: Outfit 1)

This odd little bike has much to recommend it. It can beat a good proportion of bikes off the starting line, and you can steer it very easily around corners. However, it takes a while for the mini-turbo to become available, meaning you spend more time cornering than following a strict racing line. When the mini-turbo launches though, it is strong and long, and you can even off-road a little without too many problems. Alas, this vehicle is one of the lightest and has the slowest top speed.

Quacker

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Drift, Mini-Turbo
WORST CHARACTERISTICS: Weight Speed

Although you look hilarious on the track, there's more to recommend the Quacker than not—including the embarrassment if your rivals lose to a plastic duck on wheels! Fire this off the starting line, and it almost instantly reaches top speed. It corners and drifts like a dream, has a powerful mini-turbo that keeps you at top speed, and with a bit of practice, can be used in many different courses. As with many Lightweight bikes though, the top speed is appalling, and it's too tiny to win a fight with a bigger bike!

Magikruiser

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Handling, Off-Road
WORST CHARACTERISTICS: Weight, Drift

Do not overlook the Magikruiser simply because only one of its characteristics is outstanding. This actually has some excellent strengths, and its speed, while only slightly higher than average, is better than many vehicles in this weight class. Although it takes some time to flash a blue spark when drifting, it is great around corners and amazing if you're taking an off-road shortcut (especially using a Mushroom). Once you reach top speed, it is faster than a lot of other vehicles. Try this one when beating Ghost times.

Jet Bubble

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

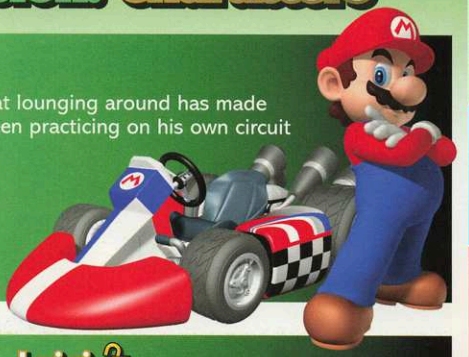
BEST CHARACTERISTICS: Speed, Handling, Drift
WORST CHARACTERISTICS: Weight, Off-Road

Aside from looking cool, the Jet Bubble does everything right, but not to a spectacular degree. It is reasonably fast, with decent handling and drift, and average acceleration. Although you should never leave the main track with it unless you're Mushroom-powered, it has no major shortfalls, and is good enough for it to be recommended by those trying for a Ghost time. The most important point is that it's faster than many other vehicles of this weight.

Middleweight Division: Characters

Mario

It's-a me, Mario! After saving the galaxy, all that lounging around has made him ready for more karting action, and he's been practicing on his own circuit for quite a while.



Luigi

Luigi has cleared all the ghosts from his mansion, and part of the treasure he got has gone into a brand new circuit. Nice work!

Peach

The princess has had enough of fiery pits, high towers, and giant Koopa Troopas! She has a new hobby: kart and bike racing.

Daisy

Hi, I'm Daisy! Peach's cousin is louder and less proper, but she's always friendly to Mario and Luigi for saving her from Tatanga the Mysterious Spaceman.

Yoshi

Tired of a constant diet of fruit, red peppers, and 1Up Mushrooms, Yoshi has returned to his giant egg, and perfected that course!

Birdo

Her homeworld of Subcon was turned evil by a warty old toad, so Birdo now lives in Nimbus Land. Until race season, that is!

Diddy Kong

Swinging from tree to tree isn't what it used to be! Diddy Kong loves the hairpin turns and rickety rope bridges of DK Island!

Bowser Jr.

He failed to fool Mario by dressing up as the plumber. After being foiled in a galaxy far, far away, Bowser Jr. hopes his driving skills will finally net him a win!

Mii M (Medium: Outfit 1)

Make your Mii medium height and weight, and you can use the Middleweight vehicles. That cool clothing is based on your favorite color!

Mii M (Medium: Outfit 2)

Make your Mii medium height and weight, and unlock Mario's dungarees for a cool new look! It's not this Mii, it's your Mii!

Middleweight Division: "M" Class Karts

Standard Kart M

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed, Weight, Handling, Drift, Mini-Turbo
WORST CHARACTERISTICS: Acceleration, Off-Road

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii (Medium: Outfit 1)

If you're looking for the most average vehicle in your garage, this is a prime candidate. It's the perfect kart to begin your driving adventure in, because it has no real weaknesses. Of course, it doesn't excel in any ability either, meaning you can easily be beaten by a rival with a faster kart. Use this to navigate around all the courses the first few dozen times you play. Once you learn the courses, and how different they all are, graduate to a vehicle that more aptly fills your needs.

Classic Dragster

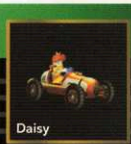
Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Drift, Mini-Turbo
WORST CHARACTERISTICS: Speed, Weight

Mario

Luigi

Peach


Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

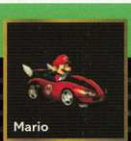
Mii (Medium: Outfit 1)

This cool car looks a little rickety (well, unless it's compared with the Daytripper!), but it has four different characteristics with higher-than-average ratings. Although it has a disadvantage in less complex courses (such as Luigi Circuit), it is good at maintaining a racing line through twists and turns (just don't drive off-road by mistake!). The only real issues are the speed and weight; it's almost as poor as those tiny S-Class vehicles! But if there are no long straights, try this out.

Wild Wing

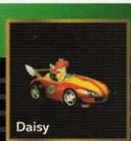
Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed, Weight, Drift, Mini-Turbo
WORST CHARACTERISTICS: Acceleration, Handling, Off-Road


Mario

Luigi

Peach


Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii (Medium: Outfit 1)

Did you hear that whoosh? That was a Wild Wing, heading for the finish! If you like maintaining a top speed that's among the fastest around (crucial in less complicated courses with long straights), then climb aboard! You can easily drift and activate single or double mini-turbos into the bargain. But, this kart also has serious failings. If you're struck, it takes forever to get back up to speed. If you hit an off-road area, it stops almost immediately. And you need extra time (and strength!) to steer around every corner!

Super Blooper

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Off-Road
WORST CHARACTERISTICS:
Acceleration, Drift

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii
(Medium: Outfit 1)

This is similar to the Wild Wing, but the advantages and disadvantages aren't as pronounced. However, don't expect any wild drifting from this vehicle; it's very difficult to get sideways! This also means it's more difficult to activate the mini-turbo. Instead, concentrate on quick, sharp cornering to make up for the mediocre handling. It can keep you at speed if you head off the track, and it has a very high top speed once you finally reach maximum velocity.

Daytripper

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Acceleration, Handling, Mini-Turbo
WORST CHARACTERISTICS:
Speed, Drift

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii
(Medium: Outfit 1)

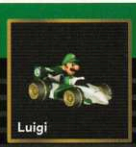
Don't be fooled by the very old-school nature of this wobbly conveyance; this kart has a mean cornering ability and great acceleration. Not only that, but when you (finally) get it drifting around a corner and launch a single or double mini-turbo, you get a great wallop of extra speed into the bargain! You can begin to drive this off-road without too much speed loss, and it is heavy enough to remain reasonably steady, even against the Heavyweights! Unfortunately, you won't be doing any speeding!

Sprinter

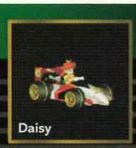
Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road, Mini-Turbo

Mario


Luigi

Peach


Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii
(Medium: Outfit 1)

This impressive kart does one thing really, really well—it goes faster than almost any other vehicle. When you (finally) reach the fastest speed possible, no one can beat you! However, a long list of problems counterbalances this amazing top speed. Don't head off-road, or make very pronounced turns, and start drifting extremely early or you'll never get around corners. If you crash, it takes a long time to get back up to speed. However, it's heavy enough to jostle with the biggest vehicles around!

Middleweight Division: "M" Class Bikes

Standard Bike M

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed, Handling, Drift, Mini-Turbo
WORST CHARACTERISTICS: Weight, Off-Road

Distinctly average, this bike offers novice players the same opportunities as the kart with the similar name. It isn't terrible at any type of maneuver, but isn't spectacular, either. Use this bike to learn how best to wheelie, turn around corners, then use drifting to your advantage, and figure out what an "average" vehicle does when you drive it off the main track. Once you're familiar with most of the courses, graduate to a bike that best fits your style of play. New to the game? Try this!

Mach Bike

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Speed, Drift, Mini-Turbo
WORST CHARACTERISTICS: Acceleration, Handling, Off-Road

This sharp two-wheeler is often used by the most professional rider looking to shave seconds off a Ghost time. You can use it too, once you get used to how differently the vehicle corners when you apply drift! In fact, some find this too severe, but keep practicing, and you'll learn that there's nothing faster in this weight class to get you out of a sharp bend! Add a phenomenal mini-turbo and a fantastic top speed, and this is the perfect bike for a Time Trial. Just stay on the track!

Sugarscoot

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS: Acceleration, Handling, Off-Road, Mini-Turbo
WORST CHARACTERISTICS: Speed, Weight

Although even Lightweight drivers can jostle you when you're riding this scooter, don't let the low top speed and weight put you off (unless you're trying a Time Trial), because this machine has some great strengths. You can out-accelerate almost everyone, which is great if you're playing with foes and everyone is constantly crashing. If you don't like to drift when cornering, this is a good choice, and you can even bounce on off-road areas without coming to a complete stop!

Zip Zip

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Acceleration, Handling, Off-Road, Mini-Turbo
WORST CHARACTERISTICS:
Weight, Drift

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii (Medium: Outfit 1)

With more-than-adequate acceleration and cornering characteristics, this bike is exceptional at driving over grass, sand, and other off-road areas (naturally, use a Mushroom to help you out), and reasonably good on the track itself. Drifting is an issue because it takes a while to light that blue spark, but the mini-turbo is impressive. It also has a good (but not great) acceleration and speed, which prove useful if you're struck and spin out a lot.

Sneakster

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road, Mini-Turbo

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii (Medium: Outfit 1)

This is a bike for players who are either extremely good or trying to beat a Time Trial Ghost. The Sneakster's major advantage is one of the quickest top speeds around. However, it isn't the best to use when you're competing against rough and tumble rivals, as the acceleration after a hit, off-road characteristics, and handling are very low.

Dolphin Dasher

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Off-Road
WORST CHARACTERISTICS:
Acceleration, Drift

Mario

Luigi

Peach

Daisy

Yoshi

Birdo

Diddy Kong

Bowser Jr.

Mii (Medium: Outfit 1)

This cute and sleek racing bike has reasonable acceleration and a good top speed, and it drives well over both tarmac and rougher, off-road areas. This is great when you're constantly being jostled by foes, but there are better-handling bikes that have much better drifting potential for Time Trial mode. Don't expect too many mini-turbos to come quickly when using this fluid two-wheeler, but do prepare to launch a Mushroom, scoot off-road, then hop back onto the course for a cunning win!

Heavyweight Division: Characters

Wario

He's acquired so much treasure from his previous hunting exploits and minigames that he's started mining his own crazy rollercoaster of a gold mine!

Waluigi

Waluigi Industries is still the number-one motor oil manufacturer. He's keen to prove that no one can stand a chance racing against him. So he thinks!

Donkey Kong

After too much partying, loving golf, tennis, and minigames, DK sought solace in the colder climes of his own summit, giving the cold shoulder to everybody!

Bowser

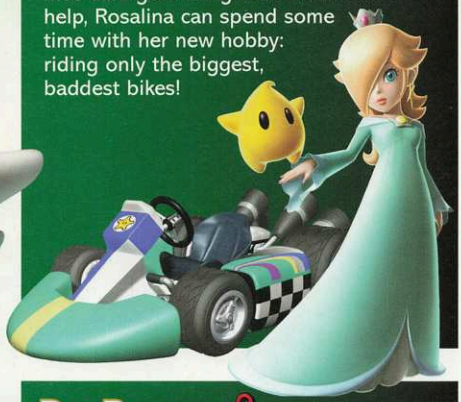
He may have failed to stop Mario, but he's still the master at creating dastardly castle courses, ganging Thwomps and Podoboos into his service!

King Boo

After Luigi foiled King Boo high atop a mansion, he was furious. But without arms and legs, how does he steer and brake? Two words: Tongue power!

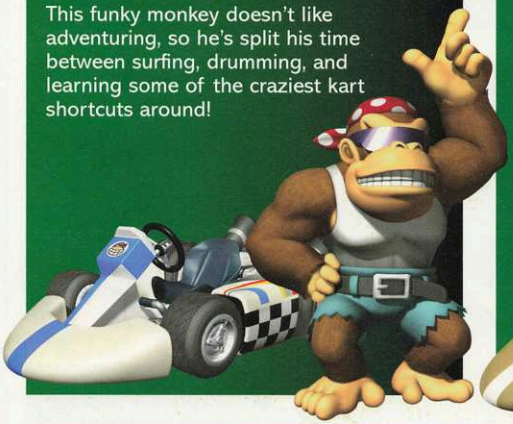
Rosalina

Watching over and protecting the cosmos sure gets tiring! But with Mario's help, Rosalina can spend some time with her new hobby: riding only the biggest, baddest bikes!



Funky Kong

This funky monkey doesn't like adventuring, so he's split his time between surfing, drumming, and learning some of the craziest kart shortcuts around!



Dry Bowser

After a little dip in lava, Dry Bowser, King of the Dry Bones, returns invincible! Fortunately though, he's driving the same karts and bikes as everyone else!

Mii L (Large: Outfit 1)

Maximize your Mii's height and weight to use Heavyweight vehicles. Strike a pose in an outfit based on your Mii's favorite color!

Mii L (Large: Outfit 2)

Make your Mii huge, and unlock Mario's dungarees for a bold new outfit! Remember; this is your own creation, not this handsome dude!

Heavyweight Division: "L" Class Karts

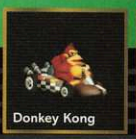
Standard Kart L

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Off-Road, Mini-Turbo

Wario

Waluigi


Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

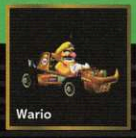
Mii
(Large: Outfit 1)

If big, hulking, fat-bottomed characters are your choice for a race, start off in a kart by choosing this thoroughly average vehicle. Heavyweight karts favor speed and weight over other characteristics, so expect to bully smaller karts throughout the race, and reach a reasonably good top speed into the bargain. This does, of course, come at the expense of off-road characteristics; don't hit the sand, or you slow right down! Also, this kart's weight means mini-turbos don't last that long.

Offroader

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Weight, Acceleration, Handling
WORST CHARACTERISTICS:
Drift


Wario

Waluigi

Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

Mii
(Large: Outfit 1)

Although this won't break any Time Trial records, it will trundle effectively over most of your competitors, thanks to its great hulking weight and reasonably good acceleration. If you like to jostle at the start of a race, this is a good choice. It corners well, thanks to better-than-average handling. Where this kart falls short is in the drifting; don't expect to get single or double drift sparks any time soon. This means smaller corners are difficult to mini-turbo out of, slowing you down a little.

Flame Flyer

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight, Drift, Mini-Turbo
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road

Wario

Waluigi

Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

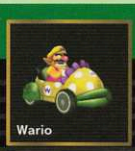
Mii
(Large: Outfit 1)

Three great characteristics and three poor ones make for an interesting combination! If you enjoy taking extremely tight corners, try this out, as you can easily cut in on the racing line, and achieve double mini-turbo sparks with little effort. In fact, the oversteering might put you off! Without drifting, this kart handles very poorly and has terrible acceleration, meaning it is tricky to catch up after a spin. If you want to jostle and enjoy a very fast top speed, this may be the kart for you!

Piranha Prowler

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Off-Road, Mini-Turbo


Wario

Waluigi

Donkey Kong

Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

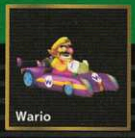
Mii
(Large: Outfit 1)

If you want a good top speed, and love to bounce lesser karts and bikes around the track while you trundle up to top speed, try this roadster out. Although its handling and drifting are average, and it offers poor off-road and mini-turboing abilities, its bulk makes this the perfect kart for bullies. It may take a long time to reach top speed, but only projectiles should stand between you and victory. That is, until you crash, and have to accelerate in a lackluster fashion!

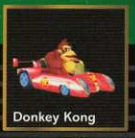
Jetsetter

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road, Mini-Turbo


Wario

Waluigi


Donkey Kong

Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

Mii
(Large: Outfit 1)

Wow! This boosts to such a top speed you might think you're about to take off! This kart's amazing velocity and excellent weight, which enables it to remain sturdily on the track despite jostling by others, is offset by some severe shortfalls in the off-road and mini-turbo departments. It is prone to amazing understeer, meaning you must predict every corner well in advance, and use a much wider racing line. It accelerates slowly and drifts marginally but is useful if speed is your only concern!

Honeycoupe

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight, Drift, Mini-Turbo
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road

Wario

Waluigi

Donkey Kong

Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

Mii
(Large: Outfit 1)

When you're a true expert at every one of the 32 courses, you usually graduate to this vehicle, especially to better Time Trial Ghosts. This has a good top speed but not the best. However, this is offset by the amazing drifting. This enables you to swing around corners effortlessly (once you've mastered the quick response), and the powerful mini-turbo helps keep your speed up. The racing line becomes easy to obtain. The only issue is if you crash or bump into an off-road area.

Heavyweight Division: "L" Class Bikes

Standard Bike L

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Off-Road, Mini-Turbo

Wario

Waluigi

Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

Welcome to your first Heavyweight bike! This is a great learner vehicle, perfect for showcasing the strengths of the Heavyweight division (speed and weight) along with its shortfalls (off-road and mini-turbo). Get on this bike to complete your initial Grand Prix courses and your first forays online. Then test out the other bikes. This gets around a track relatively easily, but there are better choices.

Flame Runner

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight, Drift, Mini-Turbo
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road

Wario

Waluigi

Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

Although on first appearances, the problematic acceleration, handling, and off-road capabilities look to scupper this fearsome-looking hog, this isn't the case. This bike is often used by experts to make perfect Time Trial Ghosts! Although it isn't the best choice for Grand Prix–style games (unless you're really, really good), the phenomenal drift, insane mini-turboing, and great top speed mean it'll finish amazingly quickly. Of course, you can't crash, and must learn the course first.

Wario Bike

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Weight, Acceleration, Handling
WORST CHARACTERISTICS:
Drift

Wario

Waluigi

Donkey Kong

Bowser

KingBoo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

That's one crazy-looking vehicle, and its equally wacky owner uses his (and his bike's) weight to bully others about. This is a great choice for Grand Prix, because can you accelerate back into first position quickly, and knock others off course in the process! This has only average top speed, making it is better in courses with multiple corners and few long straights. It drifts appallingly, so don't expect too many mini-turbos and blue sparks from this mass of chrome and exhaust pipes!

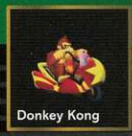
Shooting Star

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Drift, Mini-Turbo
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road

Wario

Waluigi


Donkey Kong

Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

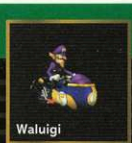
Another good bike to help you win Ghost challenges, this rides well during races too, thanks to a good speed and weight. You'll come off second-best if you bang it against a heavier kart or bike, though! Like the Flame Runner, it also offers amazing drifting, which is sometimes off-putting to the novice player. Learn how to cut in corners and you'll never go back to regular bikes again! Keep this away from off-road areas, and mini-turbo around every turn!

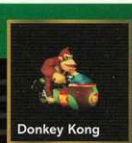
Spear

Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Speed, Weight
WORST CHARACTERISTICS:
Acceleration, Handling, Off-Road, Mini-Turbo

Wario


Waluigi


Donkey Kong

Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

Never has one bike had so many shortfalls, and yet won so many Time Trials! This bike, in the hands of an expert racer, performs very well around courses that are built for speed, such as Luigi's Circuit. The key characteristic is this bike's phenomenal top speed. Execute a turbo start, because regular acceleration is poor. Keep it away from off-road areas, don't expect a good deal of mini-turbo power, and store it in your garage during Grand Prix games!

Phantom

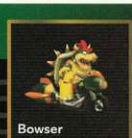
Speed
Weight
Acceleration
Handling
Drift
Off-Road
Mini-Turbo

BEST CHARACTERISTICS:
Off-Road
WORST CHARACTERISTICS:
Drift

Wario

Waluigi

Donkey Kong


Bowser

King Boo

Rosalina

Funky Kong

Dry Bowser

Mii (Large: Outfit 1)

This is a great alternative to the Flame Runner, for players who haven't mastered, or don't like, the Flame Runner's severe drifting, but still want a good variety of key characteristics. Although it is exceptional off-road (making it good for Grand Prix races when you're being bashed around by others constantly), it also has good-to-great weight, acceleration, and handling, and a reasonable mini-turbo. As long as you can wrench it around corners in a drift, this can win many races for you.

Beasts and Supporting Cast

Bob-omb Car

Strike one of these and it explodes, sending you flying! There's a small blast radius too, so you can take out a rival if you wish.

Moonview Highway

Bowser (Mechanical)

This massive mechanical monster throws out a molten cannonball that stops and spins you out. Dodge it to remain on course!

Bowser's Castle

Bowser (Statue)

Belching a grim concoction of fire, these statues are best avoided, as the fire slows and spins you. Nudge a foe into them, instead!

N64 Bowser's Castle

Cataquack

Cataquacks are inquisitive and dangerous. If they spot you, they flip you in the air. Move around, or pass behind them.

GCN Peach Beach

Chain Chomp

Chained and free-roaming, the Chomps stop you completely unless you use a Star or avoid them. Watch out!

Moonview Highway

GCN Mario Circuit

DS Peach Gardens

Fire Snake

A series of fireballs linked by magic, Fire Snakes bounce around the track, and usually appear from pipes after the first lap of a race. They slow you down and single you! Beware!

Grumble Volcano

DS Desert Hills

Goomba

These tricky waddling fiends slow and spin you if you run into them. Use a Shell or Mega Mushroom, and they spill out an item.

Mushroom Gorge

Mario Circuit

Koopa Cape

GCN Mario Circuit

Koopa Zapper

A shell with electrical prods shooting out from it shrinks you down like lightning, so avoid it, or else!

Koopa Cape

Lakitu

Everyone's favorite race master is back on his cloud! He announces the laps and pulls you out when you fall off the track.

Every Course

Every Course

Mii Drivers

These hapless fools are driving back and forth in the parking lot. Swerve around to avoid them, or risk being flipped and stopped!

Coconut Mall

Monty Mole

These furry critters leave trails of upturned ground that slow you way down, and Monty himself stops or slows you. Beware that burrower!

Moo Moo Meadows

DS Peach Gardens

Moo Moo

Lazily strolling across a meadow you're racing on, these Moo Moos stop and spin you if you strike them; find a shortcut through the herd.

Moo Moo Meadows

Penguin Slider

They waddle, turn, then slide between each other. This would be cute, if it didn't slow and sometimes spin you, impeding your progress!

N64 Sherbet Land

Penguin Waddler

The larger penguins waddle around a cave pillar in a rough circle. Avoid them or risk a spin and a slow down, or even a stop.

N64 Sherbet Land

Piranha Plant

These lash out from a pipe to slow and spin you. It's best to avoid these cheeky carnivorous plants completely.

N64 Mario's Raceway

GCN Mario Circuit

Piranha Plant (Mechanical)

Sliding horizontally out of a giant green pipe, these are part of the scenery. Dodging is the only way to avoid them.

GCN Waluigi Stadium

Podoboo

Sometimes a single flame, sometimes a series of fire sprites turning around a cog, both types of Podoboo try to slow you down and scorch you. Watch out!

Bowser's Castle

GCN Waluigi Stadium

GBA Bowser Castle 3

Pokey

Pokeys slowly snake around the deserts, and hitting the base of one stops you and spins you around. Give them a wide berth, if you please!

Dry Dry Ruins

DS Desert Hills

Shy Guy Snowboarder

Find these performing tricks at the base of the halfpipe. Dodge them quickly because you'll slow and spin if you contact them.

DK Summit

Sidestepper

This scuttling crab doesn't enjoy Shells or Stars, but gets a kick out of slowing you down and spinning you. Keep away!

GBA Shy Guy Beach

Swooper

Red-nosed, bat-like beasts flap and slow you down as they emerge from a dark alcove. They aren't that menacing, though.

Wario's Gold Mine

Dry Dry Ruins

Thwomp

You risk a possible flattening, or at the least a stop and spin if you make contact with these stony-faced monsters. Avoid!

Bowser's Castle

GBA Bowser Castle 3

N64 Bowser's Castle

Vehicle

They drive around, come in car and truck forms, and are immune to Shells. They can flatten and stop you completely.

Moonview Highway

Wiggler

This harmless giant critter likes to periodically block your path. Work your way around him, or face a stop and spinning bump!

Maple Treeway

Tip

Most moving critters get thrown in the air, are flattened, or disappear temporarily if you drive through them using a Star or Mega Mushroom. Smaller critters are also susceptible to Shells.

DRIVETHROUGH

Ladies and Gentlemen, Start Your Engines!

Welcome to a corner-by-corner Drivethrough of all 32 courses, designed to help you win both Time Trial and Versus games, but also Grand Prix and Online challenges! Before we get started, here's how the information breaks down, along with a legend for all the course maps.

1 Course Overview

The name of the cup is shown, along with the course name and an overview. Next is the estimated difficulty of winning it in Grand Prix mode, and how easy it is to get an impressive Ghost in Time Trial mode.

2 Course for Concern and Terrain Tips

Are there any wandering beasts and major obstacles to worry about on this course? If so, they are shown here. Underneath are images of all the different types of terrain you'll be driving on, along with the speed you're likely to attain.

3 Look at Mii!

Some of the courses have large statues or signs that change from a character to a Mii's head from your own collection, if you use a Mii to drive around the course. This section shows what the major changes are.

4 Speed Tactics

The first two pages of every course show the very quickest route around one lap. Read the information from the smallest to the biggest number. Each picture points to the exact location on the map. Use this information to learn the best shortcuts, and complete three laps to earn an incredibly fast Ghost time. These tactics are most useful in Time Trial mode, but also apply to Grand Prix and Online modes.

5 Ghost of a Chance

Professional racers from across the globe have fought hard to give you a real challenge; this is the character and vehicle choice of a pro racer, along with their verified course time. You've truly mastered each course if you can beat this time!

6 Combat Tactics

Most of the rest of the pages show the different methods to win a race on this course when you're battling against rivals. Ambush points, where to fire Shells, shortcuts that aren't part of the racing line, and loads of other cunning strategies are revealed here. If you're racing against competitors, this is the section to learn! Remember to check the map on the previous page for the location detailed.

7 Mirror Mode

Finally, the map is redrawn to show what the course looks like in Mirror mode. All previous tactics work just as well, except everything is flipped horizontally.

MAP LEGEND

- START/FINISH — Start and finish line
- Racing line (normal movement)
- Boost or mini-turbo (after a turbo start, mini-turbo, or landing from a trick)
- Wheelie (bikes only)
- Drift start and continuation point (karts and bikes)
- Double drift (karts only)
- Mushroom usage (Time Trial shortcut)
- 1 — Speed tactics location
- A — Combat tactics location
- Enemy or beast (see the section called Karts, Characters, Bikes, and Beasts for all the different enemy icons); enemies may move around their regions on the map, so beware!
- x3 — Item Box location and number available
- Obstacle location; where to drop or avoid an item

Luigi Circuit

Mushroom Cup

Luigi has been busy creating an excellent "starter" track, and the long stretches allow you to master your drifts (karts) and wheelies (bikes) while jostling for position. Make sure you cut in on all the corners, learn the "racing line," and don't forget that there are more shortcuts than you think!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

GREEN PIPE
(Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

TARMAC RAMP

Medium:

TRACK EDGE

Slow (Off-Road):

GRASSY VERGE GRASS SAND

Look at Mii!

If you use a Mii, the head of Luigi's statue, plus Luigi's billboards with his head on them, change to your own Miis!

1

Choose a bike with a tremendous drift potential, such as the Flame Runner or the Mach Bike. Turbo from the start and wheelie immediately. You can keep straight down the central checkered area if you wish.

6

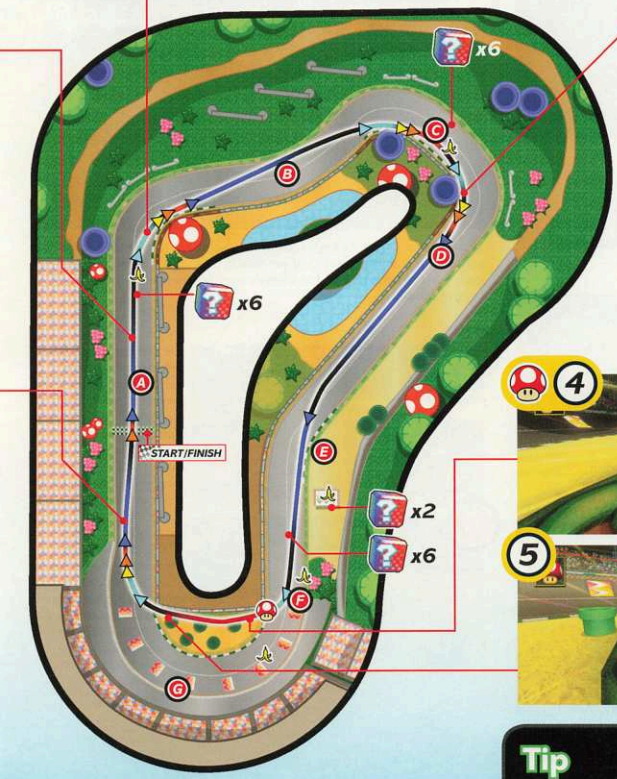
As you drive onto the tarmac in mid-drift, mini-turbo as you come out of the skid, and immediately wheelie, passing over the finish line. Begin a second wheelie as soon as you automatically finish the first one.

Speed Tactics

For best times, practice this (and all) tracks thoroughly. Additionally, play through the Grand Prix, Time Trial, or Online races to unlock additional karters and vehicles.

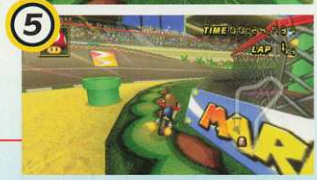
At the first right, drift and cut in severely, without hitting the green-and-white track edge. Mini-turbo and wheelie (bike) or mini-turbo twice (kart) as you finish the corner.

Wheelie, staying to the left, then drift right. Mini-turbo out of the corner, then drift, and mini-turbo again as you emerge, heading down the straight to the sand ramp. Wheelie immediately!



Note

If you're after a TT time of around 01:19:00, simply use your Mushroom and drive over the sand, up the ramp, and execute a trick before driving over the dash panels. To shave five (or more) seconds, use the following shortcut instead!



Wheelie, turn left slightly as the track turns (as you pass the ramp), then cut right sharply, at almost a 90-degree angle. Drift and use your Mushroom as you drive onto the sliver of grass verge (picture 4). Boost past the pipes to your left, onto the sand. Then drift to the right of the pipe close to the tarmac (picture 5) as the Mushroom runs out.

Tip

Check the guide map for the correct racing line angle to use. Getting the correct angle and sliding to the right of the pipes is very tricky! It takes lots of practice, so if time isn't a factor, use the ramp and dash panels instead—it's safer!

TACTICS FOR LAPS 2 & 3

When you're really good, aim for a lap time of around **25–26 seconds** (or under).

Execute **exactly the same** techniques for laps 2 and 3.

The shortcut over the sand near the pipes is difficult, so don't despair; just keep practicing!

Ghost of a Chance

Mii and Flame Runner

It's possible to get a similar or faster time using a kart. Simply mini-turbo twice around each corner (as shown on the racing line of the map), and cut in to the right of the pipes as close to the barriers as possible.

Time to Beat: 01:12:111

Combat Tactics

The initial straight is an excellent place to wheelie if you're riding a bike, as long as you're not battling for position. If you're behind others, try to draft and boost through them (as shown). This is a great place to use a Mushroom, too.

Tip

If you're starting the first lap, and there are lots of competitors ahead of you, they usually go for the four Item Boxes in the middle, just before the first corner. So steer and drift through the far left or right boxes, which are usually still available.

Heading around the first corner, this is an easy (and excellent) place to try drifting and mini-turbos (remember that karts have two mini-turbo levels!). The track to the next right corner, and second set of items, provides good opportunities for firing items at foes.

When you head around the two corners by the Luigi statue, prepare to jostle for one of the next six Item Boxes. Or, if you need to catch up, try to keep a tight racing line around these corners. The relatively sharp second corner is a great place to leave a Banana!

The next straight (D), with the slight curve to the left near the sand ramp, is a fantastic spot for drafting, using a Mushroom, and firing items behind or in front of you. You have excellent line of sight to tackle any foes. Watch out for the sand on the left though; drive onto that (D; picture E) only if you used a Mushroom, or you'll slow down. The sand ramp is great for executing a trick (allowing a quick boost of speed just before the dash panels), and you avoid the combat problems on the main tarmac to your right.

The dash panels are a great place to catch up to the leaders if you don't have a Mushroom. However, this spot is also a nasty ambush place, as Boo demonstrates in this picture! Throw a Banana or Shell, or leave an item halfway through the dash panels for an obstacle that's difficult to miss!

Tip

As soon as you're through the dash panels, find a foe to draft behind. If you're in front, check for foes behind you, and launch a counterstrike!

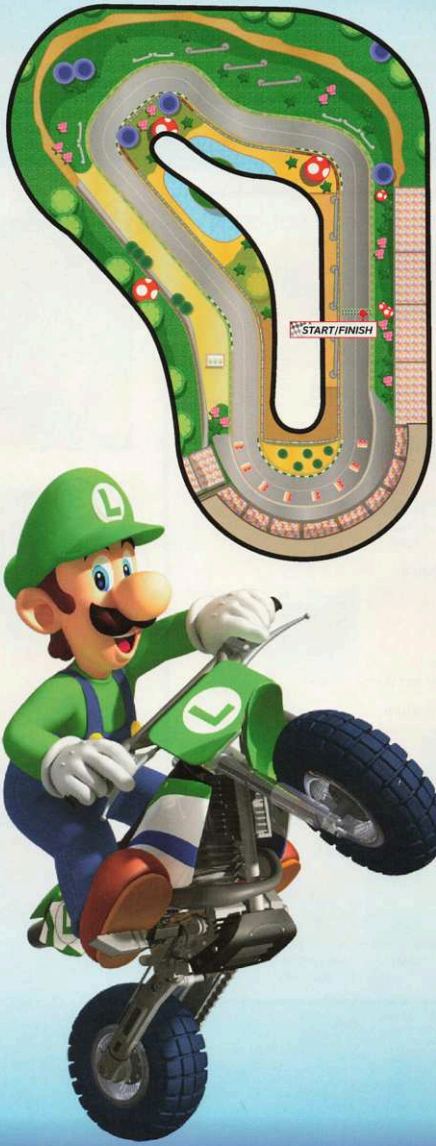
If you're playing against human opponents, this flat area above the dash panel banked turn is a good place to lie in wait for foes. Drive up behind them and throw a Shell at them for good measure!

Tip

You can complete a trick if you drive up and off the banked turn where the dash panels are, but you usually hit the crowd barrier. A better plan is to save a Mushroom, and take the Time Trial shortcut to the right of the pipes, across the sand. The pipes area is a good ambush spot (if you're far in the lead and want to wait and take down a human opponent) too.

Mirror Mode

This track is identical in every way, except it is mirrored. Simply use the previous tactics, and drift left instead of right.



Moo Moo Meadows

Mushroom Cup

Mario's Moo Moo Meadows is a small track, but it's packed with areas where you can slow yourself or opponents down. Stick to the dirt road as much as possible. Avoid the two groups of Moo Moos (or find a gap to drive precisely through them), skid around the Monty Mole trails, and try turboing over some of the green hills.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

MOO MOO (Stopped and spun if struck)

MONTY MOLE (Stopped and spun if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL RAMP

Quick:

DRY DIRT TRACK

RAMP

Medium:

TRACK EDGE

Slow (Off-Road):

GRASS

MONTY MOLE MOLEHILL TRAIL

Make a mini-turbo boost just as you pass the single Moo Moo behind the fence on your left. Then start a new drift immediately. Swing out to the left as you emerge into the open field with the winding path through it.

Line yourself up with the racing line through the winding dirt path, and wheelie (usually twice) through it, adjusting your heading left slightly. Turn left and cut across the large area of grass without slowing down. Use that Mushroom!

Drift out of the Mushroom turbo, heading off the grass and as near the left fence as possible. Mini-turbo, then position your racing line for the long left turn. Before you reach the turn, drive over the ramp and execute a trick!

Speed Tactics

Quicken your best times by continuous practice. Be sure you finish Grand Prix, Time Trial, and Online races so you unlock additional karters, bikes, and karts.

Execute a turbo start, steering just slightly left as you immediately wheelie, and keep this up until you're just passing the Moo Moo Meadows sign on your left. Then immediately drift, staying as close to the fence as you can without hitting it.

For the final part of the lap, hug the left edge of the dirt road near the grass, and powerslide around it. Then mini-turbo and finally execute a wheelie all the way through the finish line. Adjust your position left slightly, and begin lap 2 with another wheelie.

Drift around the long left turn, mini-turboing right near the left fence, and ignoring the dash panel ramp on your right. Keep left and wheelie past the first circular shallow grassy hill (picture 5), then make a quick right, after passing the second grass hill (picture 6).

Note

Although it is arguably faster to use the Mushroom as described, you can also use it to clear the shallow grassy hills just after this ramp. Don't expect a faster time, though!

TACTICS FOR LAPS 2 & 3

When you're really good, aim for a lap time of around **28–29 seconds** (or under).

Execute **exactly the same** techniques for laps 2 and 3. The Moo Moos in lap 3 are a problem. Keep to the left of both herds, using the same racing line as before.

There are also the Monty Mole trails. However, if you're aiming for a time around 01:25, you're only likely to encounter a Monty Mole trail on lap 2, at around Waypoint 7. Just stay to the right of it, mini-turboing to the finish line as normal.

Ghost of a Chance

Dry Bowser and Flame Runner

Remember that if you're trying to beat this time with a Mii, the weight of your Mii determines the weight class of the bike or kart you can drive. If the Flame Runner isn't available, increase your Mii's dimensions, or use a heavyweight character such as Dry Bowser!

Time to Beat: 01:22:997

Combat Tactics

When racing off the line, turbo and draft behind anyone ahead of you (watch for dropped items on subsequent laps, though!). As you reach the line of five Item Boxes, slide to the right, in case the others get grabbed first.

Mind the Moo Moos! The first Moo Moo meadow is easy to negotiate during the first lap, but you must dodge two herds of Moo Moos on the second and third laps. Here are some tactics:

- Use a Star or other "invincible" power-up, and drive straight through foes and the herds.
- Use a Mushroom or other "speed" power-up, and head off the dirt road and cut the corner up ahead, over the grass.
- Slam into smaller foes (like Boo did to poor Luigi in picture B) so they crash into the Moo Moos or the milk cart.
- Avoid the small bushes; they slow you down if you drive into them, too!
- Moo Moos are sturdy beasts. They stop you right in your tracks (picture C) if you hit them. However, as the herds move from left to right, you can usually drive through a small gap between them; try this!
- Always try to place an "obstacle" power-up (like a Banana) near the Moo Moos' crossing to further flummox your foes!

Tip

Crashing into the fences that surround each side of the course slows you down considerably. Try powersliding as close to the fences as you can, but don't hit them. However, try shunting foes straight into fences; it really slows them down!

The area with the blue ramp is a good spot to fire off a Shell forward or behind you. It's always useful to leap the ramp and complete a trick for extra boost power! Naturally, the ramp is a good place to put a nasty Banana peel, too!

Tip

If you're playing against human opponents, you can drive over the blue ramp, stop and back up to hide behind it with a power-up such as a Red Shell, and ambush your foes as they leap over you!

The long left turn leading to the second meadow is important because the hill rises and drops, obscuring the view ahead. Place an obstacle, such as this fake Item Box, where the track dips down slightly. Your foes won't see it until they're almost on it.

Mind the Monty Moles! The second Moo Moo meadow features three different paths; left or right of the first grassy hill, where three Item Boxes are located, or up the dash panel ramp, through four floating blocks. Don't forget to pull a trick (picture G) for a boost as you land! Try these plans too:

The Monty Mole trails are easily dodged, and as the trails disappear, you can drive through them without slowing down.

If you really need an item, consider heading left or right of the dash panel ramp; there are Item Boxes there too.

The left path (if you wheelie or are traveling fast) is actually quicker than taking the ramp.

The right path around the first grassy hill is little used, meaning you may find more Item Boxes, and fewer obstacles will block your way.

Mushrooms, and other "speed" power-ups are excellent for dashing across any of the grassy hills here.

Look for Monty Mole trails from far away, and dodge them with time to spare.

The last corner before the straight to the finish is a great place to leave a nasty present for your foes! Then mini-turbo out of the corner if you can, and draft opponents if you need to, as you head to the finish line.

Mirror Mode

Mirrored Moo Moo Meadows offers the same crazy cows and troublesome burrowing moles as before, but you're turning right consistently, instead of left.

Mushroom Gorge

Mushroom Cup

This is the first course to offer a multitude of places for tricks, as well as precarious edges and bottomless drops to avoid—or jostle your opponents into! The trick here is to figure out the quickest route when the course branches into two different paths, all the while avoiding the roaming Goombas, staying on the dirt track, and using the famous giant mushrooms as trampolines!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

GOOMBA
(Stopped and spun if struck)

SHEER DROP
(Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL
(On the track and cliff edges)

BROWN GIANT MUSHROOM
(If trick attempted)

Quick:

DRY DIRT TRACK

WOODEN BRIDGE

BROWN GIANT MUSHROOM
(If trick not attempted)

GREEN GIANT MUSHROOM

Slow (Off-Road):

GRASS

CAVERN GRAVEL

4

Drift around the left turn, keeping as close to the grass as possible without touching it. Mini-turbo and wheelie, then immediately drift right, around the right bend, staying near the grass just like before. Ignore the brown mushroom to your right.

5

Mini-turbo out of the corner and make a wheelie. Cross the two dash panels on the main track, and then enter the cavern, making a long drift left, staying near the gravel sides without touching them. Mini-turbo out, toward the dash panel.

6

Perform a trick off the dash panel, land on the brown mushroom, execute a trick and stay on the right, following the lower path of mushrooms. Land on the second brown mushroom, perform a trick, and accelerate across the two green mushrooms. Try tricks on the three remaining brown mushrooms as you exit the cavern.

Speed Tactics

Make sure you choose your specific course sections wisely, and use continuous practice to perfect this track. Unlock additional karts, bikes, and characters to help you.

Cut the corner and straighten out (you usually don't have time to mini-turbo), heading toward the square post on the wooden bridge (picture 2). Drift, turning right, as you reach the rope texture on the bridge floor, then quickly adjust, hitting the dash panel and performing a trick, then landing and performing a second trick off the brown mushroom.

Turbo off the starting line and turn very slightly right while doing a wheelie. Your racing line should point you directly toward the long left turn. As you reach the grassy edge, drift as soon as you pass the giant mushroom on your left.

As you land on the dirt road, keep to the right grass area just before the looping left corner, then cross it, setting up a racing line across the grass, to the right of the Goombas, and avoiding the bottomless drop to the left. Use a Mushroom and boost across, as close to the drop as possible.

Turn as you drift around the grass and near the bottomless gap, so you slide into the racing line. Mini-turbo and wheelie as you head toward the finishing line and your subsequent laps.

TACTICS FOR LAPS 2 & 3

When you're really good, aim for a lap time of around **38–40 seconds** (or under).

Execute **exactly the same** techniques for laps 2 and 3.

The Goombas wandering the last bend aren't a problem if you use the grass to the left of them as a shortcut, along with a Mushroom per lap.

Ghost of a Chance

Bowser Jr. and Mach Bike

You might be able to complete an even faster time if you use the Flame Runner bike with a heavyweight character or Mii.

Time to Beat: 01:53:866

Combat Tactics

A

Begin with a turbo off the starting line, and draft so you can power through opponents to reach the five Item Boxes at the first corner. Drift either tight or wide, because most opponents take the boxes in the middle. This is a great place to shunt foes off the roads into the bottomless areas on either side!

Tip

After you pass the rocks on either side of the starting line road, the edges off this track are bottomless. The curved wooden bridge is fenced on the outer (left) curve, but not the inside. All these areas are great for pushing your foes into!

B

The dash panel and brown mushroom is a dangerous area for your foes if you try one of the following plans of attack:

- Place an obstacle on the dash panel (so the foe hits it or has to slow down to swerve around it).
- Place an obstacle on the brown mushroom (so the foe has similar problems to overcome).
- Learn the racing line, and place an obstacle on the dirt track where you land from jumping across the mushroom.

Tip

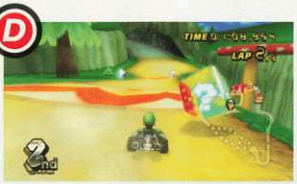
Apply these tactics to any giant mushroom areas you have to land on and leap across.

C

The track splits up. You can take a dash panel and land on brown, green, and brown giant mushrooms. Stay in the center because three floating Item Boxes are between the first brown and the green mushroom. Try these plans here:

- Employ a trick off the dash panel, the first brown mushroom, and the second brown mushroom. The green mushroom doesn't allow you to "bounce" off it, so no trick is possible.
- Shunt enemies off as you approach the dash panel, or anywhere during the giant mushroom maneuvering.
- Stop and ambush enemies, as described before.
- Place Bananas or Shells in the middle of the last brown mushroom, or the ground as you rejoin the dirt track.
- As you reach the green giant mushroom, be sure to check on foes driving along the dirt track to your left (D); let them pass and strike them, accelerate past them quickly, and leave an obstacle in the cavern entrance.

D



Alternately, stay on the road and drift left, then right around the curved corner track to the two dash panels and three Item Boxes moving left and right. This is quicker and slightly safer. From here you can:

- Leave an object on the second dash panel, making it difficult to move around.
- Slow down, wait for foes to land from the brown giant mushroom, and fire Shells at them.

Tip

The only unfenced area in this part of the track is the bottomless pit to the right of the dash panels and the area surrounding the giant mushrooms. The giant mushrooms inside the mushroom cavern also feature bottomless drops around each of them.

E

Mushroom cavern presents a couple of different paths. First however, if you're trailing an enemy, fire off a Red Shell just before the foe hits the dash panel so he or she somersaults over the panel, spinning out and falling into the pit!

F

The mushroom cavern left route features seven giant mushrooms to bounce over, and because it's longer, it may not be used as often, meaning more likelihood of Item Boxes. Here's what to watch for:

- Bounce and execute a trick off the dash panel, the brown giant mushroom, and the two giant brown mushrooms to the left. Three Item Boxes lie between these two mushrooms, so position yourself in the middle.
- Drive over the single green giant mushroom, into one of four Item Boxes (good to grab if you couldn't reach the previous set), and bounce off three more brown giant mushrooms to the cavern exit.
- As always, the landing area of each mushroom is a great place to put a Banana or stationary Shell.
- Don't fire Green Shells in here; they fall into the cavern below.
- You can bounce to the right, off the second-to-last brown giant mushroom, onto the lower mushrooms of the other route. This is a good ambush plan if you have the skill to land your vehicle properly.

G

The mushroom cavern right route features the same number of giant mushrooms to bounce across, but at a lower elevation, making the trick jumps quicker to pull off and land. Here's what to plan for:

- Bounce and execute a trick off the dash panel and the brown giant mushroom, then grab one of the two floating Item Boxes before you land on the next brown giant mushroom.
- Then bounce from this to two green giant mushrooms. Bounce off the next brown mushroom, and land on either of the next two brown giant mushrooms. Be sure you land on the final brown mushroom that is to the right; the left one is too far to drop onto.
- Otherwise, all tactics from Waypoint F apply here.

H

The Goomba corner is your final problem area before you complete a lap. Here are some issues to overcome:

- The three Goombas change position as they slowly walk from left to right. Drift to the right of them on the first lap.
- For a quicker time, drift to the left of them on the other two laps.
- Or, use a Mushroom and cut the corner completely, as if you were using the Time Trial racing line.
- Lay items near the Goombas to make it extra difficult for your foes to avoid one or the other.
- Foes that hit Goombas drop their Red and Green Shells, as well as Mushrooms. Be on the lookout for them and dodge the Shells, or drive into the Mushroom for a burst of speed.

Tip

The inside and outside corners near the Goombas don't have any fencing, making them good places to shunt off a foe!

Mirror Mode

A reflected Mushroom Gorge means that every right turn becomes a left one, and vice versa. Other than this major difference, all tactics should apply!

Toad's Factory

Mushroom Cup

The final course offers a relatively square-shaped track, complete with a wide starting tarmac run that enters a conveyor-belt building where crushers and arrows are part of your racing run. An exterior series of leaps across more conveyor belts forces you to keep a straight line into a winding tunnel, and make a large leap onto a sandy track before a final race across mud.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

CRUSHER
(Flattened if hit directly; Stopped if crashed into)

SMALL CRATE
(Slowed if struck; Crate breaks and usually leaves a Mushrooom)

SHEER DROP
(Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL
(On the track and cliff edges)

GREEN ARROW
(Just faster than tarmac)*

Quick:

TARMAC
(Brown)

TARMAC
(Blue)

MESH RAMP

DIRT TRACK

Medium:

DIRT TRACK VERGE
(Cracked earth)

YELLOW METAL EXCAVATOR SHOVEL

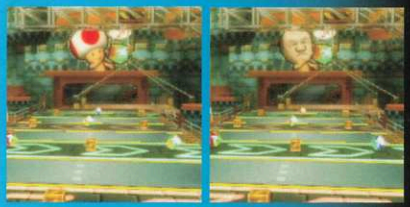
Slow (Off-Road):

MUD

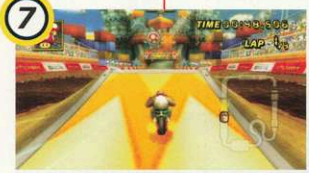
RED ARROW CONVEYOR BELT*

(* Medium terrain if driven over at a 90-degree angle)

Look at Mii!



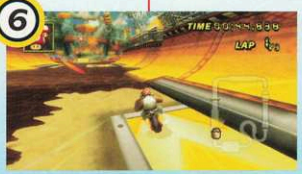
If you use a Mii, the giant toad's head at the start of each tunnel is replaced by one of your own Miis!



7 Now steer left slightly, off the first dash panel to the second, ensuring that the mud doesn't slow you down, then aim for the dash panel ramp. Land after executing a trick, and line yourself up for the finishing line with a wheelie in the middle of the track.

Caution

If you are slower than this racing line, the yellow shovels are at a different position; look ahead to avoid being bogged down in the mud.

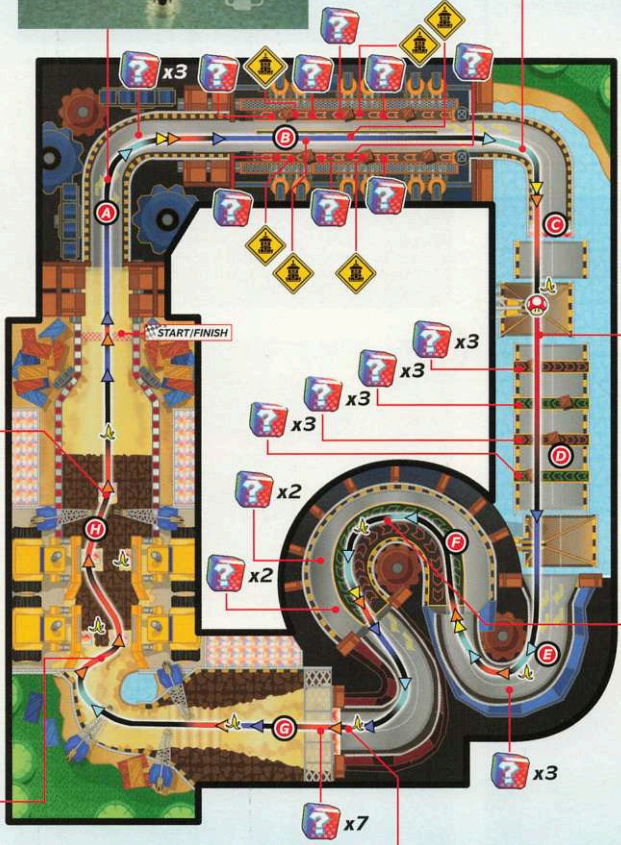


6 Instead, land on the dirt just before the bumps and try a trick off the first one. Immediately land it and drift right, around the banked corner. You'll take it wide; steer right and left as you reach the dash panel.

Speed Tactics

1 Begin with a turbo and a wheelie, staying in the middle of the track until you reach the right bend, then drift around to the right. You don't need to hug the right inside corner; straighten out so you're in the middle of the covered tarmac track.

2 Mini-turbo out of the drift and wheelie; you'll need two as you head onto the green conveyor belt. Pass under both crushers, and then drift right, cutting inside the right turn. Get as close to the mesh fence as possible without hitting it.



3 Mini-turbo just before you hit the dash panel, then execute a trick, land and boost automatically, then use a Mushroom while trying a wheelie as you cross the four conveyor belts. Wheelie again as you reach the red tarmac before the tunnel.

4 Drift around the tunnel corner, boosting with a mini-turbo twice before you reach the conveyor belts. Steer onto the left edge of the green one, and drift left around the curve, staying on the green arrows and executing two more mini-turbos.

Caution

If you try a trick, it's harder to line up the right corner after the bumps.

5 Pop a wheelie as you head off the green arrows, then drift and steer right, through the red tunnel. As you spot the dash panel, complete a mini-turbo and wheelie. As you hit the dash panel, **do not** try a trick (this is a good place to trick if you're avoiding foes, but in Time Trial it will only slow you down)!

TACTICS FOR LAPS 2 & 3

When you're really good, aim for a lap time of around **40–42 seconds** (or under).

Aside from the following changes, execute **exactly the same** techniques for laps 2 and 3.

The first conveyor belt area (Waypoint 2) doesn't change; stay in the middle green area for all three laps.

The green conveyor belt turning left in the tunnel (Waypoint 4) usually stays on the outside for the first two laps, then switches to the left (inside) for the last lap; adjust your racing line accordingly.*

The dash panels in the mud are exposed as follows:*
- Lap 1: Right, then left, then jump.
- Lap 2: Left, then right, then jump.
- Lap 3: Right, then left, then jump.

(* Assuming you have perfected your racing line)

Ghost of a Chance

Funky Kong and Flame Runner

You might be able to complete an even faster time if you use another heavyweight character or Mii.

Time to Beat: 01:59:630

Combat Tactics

Make sure you turbo, and draft behind foes. Don't expect an item at the first corner; there are only three boxes. Instead, concentrate on making a good drift, readying for the conveyor belts.

Use the green conveyor belt if you need to move quickly. Otherwise, swerve left or right and collect an Item Box on the slow (red arrow) conveyor belts. Remember that each small crate contains a Mushroom, but you'll lose speed ramming into a crate to break it open! Using a Mushroom to cover this distance quickly is an excellent alternate plan.

Tip

Practice this course by stopping at the near end of this conveyor belt section, and watch the six crushers. Learn the order that each crusher descends. Once you memorize this, you know when and where to grab an Item Box without being slowed down or squashed!

Drift around the corner and jostle for position near the dash panel ramp; this is a great place to put an item or knock a foe off course and into the water!

It is usually easier to stay straight and make very slight turns to drive into one of the moving Item Boxes in this area, which is a also a great place to use a Mushroom. Look for them if you or your foes break small crates on the conveyor belts.

Tip

Even a slight shunt is excellent here, as the moving conveyor belts don't allow you to easily recover! Also try side ramming your foes on the mesh floor, so they spin left or right, and miss the red tarmac exit route, heading into the water instead!

E

The banked tunnel turn to the right offers only three Item Boxes, so place a fake Item Box here to really slow down a foe! With luck, this or a well-timed Shell can knock them into the dark bottomless pit to the right!

F

The conveyor belt tunnel turn flicks its red and green arrows each round, so be aware of this prior to entering it. Knock a foe into the red arrows to slow them down, or trap them with Bananas on the green conveyor belt, between the belts, or on the banked turn with the two pairs of Item Boxes.

G

The final portion of the track is fraught with problems. Make it worse for your foes by trying the following:

- Try a trick when you head off the dash panel ramp, but make sure you don't overshoot the right banked turn!
- Slow down and reverse, sitting below the dash panel ramp, and ambush foes flying over you!
- Strike enemies so they spin into the mud, or the water on the inside of the banked turn.
- The banked turn itself is excellent for laying items on.
- Always try a trick on the bumps before the turn if speed is a concern.

H

The muddy road to the finishing line is a second, excellent place to use a Mushroom to avoid the mud that really impedes your progress. Be aware of the five dash panels; four are alternately covered by the yellow metal shovels moving back and forth. Look ahead to see where you can drive onto a sliver of dash panel, and always hit the dash panel ramp with a trick.

Tip

However, if you have a Mushroom, using it is faster than using the dash panels, so use one to snatch victory from a foe in front of you!

Mirror Mode

Toad's Factory looks flipped in this game mode, but all the tactics are the same; only the directions are swapped.

Mario Circuit

Flower Cup

This tour around the castle is bright, colorful, and dotted with nasty critters to avoid. After a long straight that's perfect for speedy drivers, there's a long right turn and two wandering Goombas to avoid. Then head across a sandy clearing where a Chain Chomp prowls, under the bridge, before negotiating a series of left turns, with a Goomba at each of them.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

GOOMBA
(Stopped and spun if struck)

CHAIN CHOMP
(Stopped and spun twice if struck)

CHAIN CHOMP TETHER STUMP
(Stopped if struck)

LAMPPOST
(Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL RAMP

Quick:

TARMAC

Medium:

TRACK VERGE
(Red and white)

Slow (Off-Road):

GRASS

SAND

1

After a perfect turbo start, immediately wheelie, and stay in the middle of the road. As you reach the bottom of the hill, make a second wheelie, then cut in right, passing just left of the wandering Goomba.

5

Drift right into the tunnel, and mini-turbo as you head out the other side. Immediately execute a wheelie, and drift left, passing just right of the Goomba at the next corer. Straighten out as you mini-turbo and wheelie.

Speed Tactics

Here's the best way to get the quickest lap time. It requires some pinpoint driving and practice and is great to use during Grand Prix races, but it's most useful when creating a fast Time Trial Ghost.

Drift around the corner as close to the red-and-white verge as possible, then mini-turbo and wheelie along the small straight. Execute the same plan at the next turn. Wheelie to the right of the next Goomba.

Ignore the winding flow of the road and aim for the lamppost at the edge of the left corner, just before the long right curve at the Chain Chomp clearing. Before you hit the lamppost, drift quickly right and use a Mushroom (picture 4). Continue the drift in an almost-straight line, passing just to the right of the Chain Chomp's tether stump, then quickly mini-turbo and drift ever-so-slightly left. You head back onto the tarmac before the grass and sand slow you down.

Note

Although the dash panel ramp is available, the racing line to reach it is longer than cutting through the Chain Chomp corner with a Mushroom.

Wheelie as you pass over the tarmac arrows, cut in on the next left corner, passing to the left of the Goomba (picture 6), squeezing between the verge and the second of the two Goombas. Mini-turbo, drift around the final bend, and mini-turbo out, making a wheelie all the way to the finishing line.

TACTICS FOR LAPS 2 & 3

When you're really good, aim for a lap time of around **29–30 seconds** (or under).

During laps 2 and 3, when you reach Waypoint 6, move left of the first Goomba; there's just enough room between him and the grass verge! Use lap 1 tactics for all other Goombas.

Remember! The Goombas may be at a different position if you didn't complete a fast enough lap! However, always head **to the inside of a corner** where a Goomba is located.

The next corner has four Item Boxes; aim for the outer one on the left if the others have been snagged. Look out for the two Goombas in this area; the inside corners are perfect places to leave a stationary Shell or Banana!

Ghost of a Chance

Daisy and Sneakster

Until you can accurately cut in on all the corners with a very precise racing line, expect the most difficult part of this race to be the Goomba area. You lose all Mushrooms if you strike the Chain Chomp, so restart if this occurs, and try, try again!

Time to Beat: 01:26:340

Tip

If you or other competitors hit a Goomba, certain items (Mushrooms, Bananas, and Shells) drop nearby. Look out for these, especially Mushrooms, because if you run over one, you instantly gain turbo speed! Watch for Shells though!

Combat Tactics

A very long straight is not only excellent for drafting behind foes before slamming through them, but the long white fences on either side make this a great place to fire ricocheting Shells forward and backward at competitors. Take the edge of the track on the first lap because the middle of the five Item Boxes are usually grabbed by your foes.

The Chain Chomp is a nasty critter, and his chain is long enough to stretch across two-thirds of the track; either take the outer part of the corner to avoid him, or speed through as he returns for another charge. The small gap on the outer corner is another nasty place to put down a Banana or two!

The final straight is the key to victory! Unleash any speedy power-ups you have; keep a Shell ready to drop behind you if a foe tries to launch a Red Shell in your direction, and watch for drafting as you finish or complete a lap. If you draft, be ready to avoid an item your foe may drop!

Note

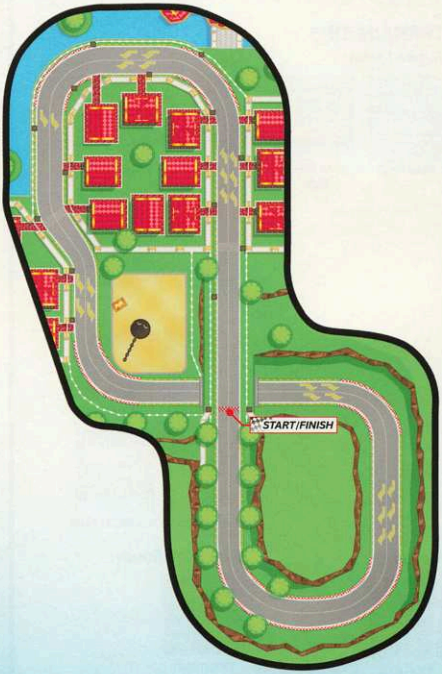
If you have a speed boost of some kind (a Mushroom or Star for example), simply cut across the grass and sand using this power-up, using the Speed Tactics racing line. For an alternate path, stay to the right, use the dash panel ramp, execute a trick, and drift back onto the track near the bridge.

The series of left turns has a few moving Item Boxes in the small, straight area of tarmac. This is great for placing a fake Item Box or a Banana (as are the insides of all the turns). The rocky sides also make ricocheting Green Shells an excellent deterrent!

If you strike a Goomba with a projectile, you temporarily flatten it and it releases a Mushroom! If you need that burst of speed, especially at the end of a race, do this and cruise to top speed easily!

Mirror Mode

When racing the flipped version of this track, use all the tactics shown here, but make sure each turn is in the opposite direction!



Coconut Mall

Flower Cup

There's no time to shop in this Delfino Island paradise. Instead use the escalators (that change direction in each lap), a second storefront shortcut, and a variety of winding steps and glitzy forecourts to work your way up and around this track. You end up with a choice of two exits, and a dash through the parking lot to avoid some meddlesome Mii drivers!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

Mii DRIVER (Stopped and spun if struck)

SUPPORT COLUMN (Stopped if struck)

EDGE OF FOUNTAIN (Jump and Trick advisable)

EDGE OF PLANTER (Jump and Trick advisable)

TERRAIN TIPS

Super-Quick:

DASH PANEL

DASH PANEL RAMP

Quick:

TARMAC

TILE STEPS

MALL FLOOR (Tiled)

ESCALATOR (Forward)

GLITZY STEPS

COBBLESTONE

WOODEN FLOOR

MINI METAL RAMP

Medium:

ESCALATOR (Backward)

Slow (Off-Road):

STOREFRONT SHORTCUT

Look at Mii!

Note the posters with your Miis advertising Coco Coffee and more! Many of the spectators are also your Miis. When you reach the parking lot, the three Mii drivers are also from your Mii collection—but be sure to avoid them!

Begin with your regulation turbo start, and immediately wheelie, steering just slightly right and up the shallow steps towards the right escalator. It is moving upwards, helping your progress. Wheelie again as you ascend.

If you're fast enough, you can hit the far right corner of the dash panel, immediately mini-turbo diagonally right to the second dash panel, and then left slightly, lining up with the middle dash panel at the far end. Then cut right, drifting and mini-turboing onto the straight area (picture 10) and making a wheelie towards the finishing line.

Caution

If you hit a Mii driver, you lose all your Mushrooms, so it is imperative to learn this course and drive it perfectly!

Speed Tactics

This section reveals the fastest way through this course, as well as a shortcut and the correct path through the various junctions! Use this for quick laps in every game mode.

Tip

This is the key shortcut and Mushroom use on this course; always take this path if you want the very fastest time!

Keep the wheelie going as you pass the escalator down (to your left), and then make a drift and mini-turbo in through the doorway of the store called Delfino Dream. As you enter, use a Mushroom or the floor will slow you down. Finish by driving over the small ramp and executing a trick. Land to the right of the fountain (picture 3), and wheelie onto the left escalator ahead of you.

Once on the escalator, turn and straighten up. Don't execute a trick or you reach the steps too quickly. Instead, land and drift around the stairs, mini-turboing as you reach the bottom, and speed out onto the cobblestones, heading to the right.

Point your bike at the dash panel and drift left so you catch your wheels on the panel, but then immediately head diagonally out between the pillars, to the right of the fountain, and then wheelie before drifting up the steps.

Mini-turbo onto the wooden floor, and catch the right edge of the dash panel. Pass diagonally right, between the middle and end pillar, ignoring the steps on the left, and drift as close to the right corner as possible. Once around the tight corner, mini-turbo to the right of the planter, head over the dash panel ramp and execute a trick as you reach the outside parking lot zone.

Ignore the mini metal ramp and stay in the right portion of the tarmac, making a relatively wide right drift, keeping the drift going as you pass under the yellow "parking" arch. You're aiming for the dash panel on the left.

TACTICS FOR LAPS 2 & 3

When you're really exceptional, try for a lap time of around **42–45 seconds** (or under).

Lap 2 requires exactly the same route. The only problems are the Mii drivers; **but with a 42 second lap**, you don't need to adjust your maneuvers.

Lap 3 is different. The first escalator is moving in the opposite direction, so head up the right side near Waypoint 1.

Head up the right side of the next escalator you drive on, between Waypoints 2 and 3.

The Mii drivers shouldn't be a problem if your racing line and speed are perfect!

Note

The "up" escalators (near Waypoints 1 and 2 respectively) switch directions during Grand Prix and Time Trial modes, but the directions are different.

LAP	1	2	3
GRAND PRIX Escalator 1			
Escalator 2			
TIME TRIAL Escalator 1			
Escalator 2			*

*** These escalators switch direction again at 01:07:000—check your time before approaching.**

Ghost of a Chance

Rosalina and Flame Runner

This route is much more difficult than the previous courses you may have attempted. Practice over and over to achieve a score close to this one!

Time to Beat: 02:06:047

Combat Tactics

A

The wide expanse of tarmac only occurs on this part of the track, so try ricochet shelling, drafting, and using Mushrooms in this area before climbing the escalator steps. Placing a Banana at the escalator base or top is another excellent idea!

Tip

Good ambush spots are the small alcoves on either side of the escalator base, or the sides at the top of the escalator. Wait for a foe, then chase and shoot him with Shells.

B The three routes to take to a lower courtyard and fountain are as follows (from left to right, and longest to shortest):

B1

The first is along the upper floor, via the corridor left of the escalator, and two dash panels. Drift right, then use the down escalator or mini metal ramps to drop down to the fountain. Try waiting atop the metal ramp on either side of the escalator, and shoot projectiles at foes passing you or heading in from the right side of the upper floor.

B2

The second involves heading to the ground floor early, via the single down escalator. Avoid the two pillars, drift right, and travel along either side of the next down escalator that leads to the fountain courtyard. Think about laying a Banana trap halfway down an escalator; the narrow space makes it difficult to negotiate around this item.

B3

Take the third route if you're making up time or have a Mushroom. Take the upper floor to the right of the escalator, and either follow the "Speed Tactics" route through the open storefront (you need a speed boost because the floor is sticky!). However, you can also ignore the storefront and drop down by the fountain escalator instead.

Tip

Tight upper corridor areas also make excellent places to bounce a Shell off a barrier and back into a troublesome enemy!

C

Drive up and over the fountain area, collecting an item as you execute a trick, and line yourself up with an escalator route. Grab something and depart, perhaps leaving it at the top of the escalator for foes to trip on.

Tip

If you're approaching an escalator with a speed-boost item, such as a Mushroom, use either side and zoom straight over it!
Also, the tops of the curved steps are great for placing an item, or firing a Shell behind you. You can even complete the steps, spin around to a stop, and lie in wait, aiming at incoming foes. Of course, you need to have a big enough lead!

D

The cobblestone courtyard can be an excellent spot for an ambush. Use bouncing Shells or other projectiles because the open space makes aiming easier. If you're not using the Speed Tactics racing line, try tricks on either of the planters, and the item-filled fountain.

E Up on the wooden thoroughfare, there are two ways to exit to the parking lot roadway:

E1

The first is via a sharp right corner into a smaller mall floor with a single palm tree planter. Don't forget the Item Boxes if you launch from the planter verge! Try a second trick as you fly through the "Thank you!" exit arch. Optionally, place obstacles around this corner before the planter, on the dash panel exit ramp, and on the tarmac under the "Thank you!" arch.

E2

The second is via an outer set of steps and a long glass ramp with dash panels. This jettisons you out over the same "Thank you!" arch, but at a much higher point. Don't forget to grab an Item Box, and try a trick as you leave the dash panel edge.

Tip

This slightly slower route is also worth trying if you're close to a foe and want to drop back and pummel them with a Shell after they take the quicker low road.

F

A second "Thank you!" arch features a small metal ramp with a single Item Box floating above it. Try a trick, but head this way only if you need an item quickly; this is a great place for a last-minute item that could save the day!

G

The parking lot area with the Mii drivers is a place to test your quick reactions. Three Mii drivers move back and forth, with a dash panel in front of each one. Drift around these obstacles or they'll stop you in your tracks, and you'll take a long tumble if you ram into a Mii driver just after hitting a dash panel!

Tip

Placing objects on the dash panel, or just in front of each Mii driver, can really mess up a rival's racing line!

Mirror Mode

The Coconut Mall is open for racers even during Mirror mode, meaning you should learn all the previous tactics, then flip them!

DK Summit

Flower Cup

Dotted with Shy Guy skiers, DK Summit is a snowboarder's delight, but a kart racer's fright! Aside from the snow being slightly slipperier than normal, this is the first course to introduce blue vertical dash panels, where speed is gained, but time is lost. The downhill run from the DK cannon is filled with these optional track rims, allowing you to do tricks and grab extra items. Just watch for the bumps and heavy snowdrifts on the way down!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

SHY GUY SNOWBOARDER (Slowed and spun if struck)

CANNON GATE (Stopped if struck)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super-Quick:

VERTICAL DASH PANEL (Blue)

DASH PANEL (Rainbow)

Quick:

WOODEN FLOOR

SNOW

Medium:

SNOW BUMP (If trick isn't attempted)

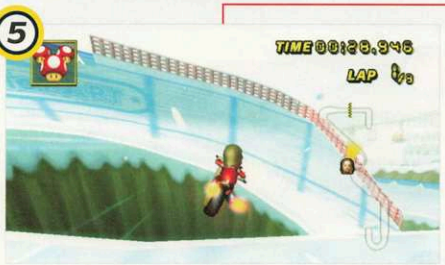
Slow (Off-Road):

PINK SNOWDRIFT

Look at Mii!

Start the race as a Mii, and the giant carved Mario snowboarder changes heads!

After your fourth landing, you reach the 90 degree right turn to the finish; as you land, drift right immediately, mini-turbo out, and quickly wheelie over the finishing line.



Now for another crazy plan! As soon as you've moved over the last of the bumps, make a quick drift right, so you're heading for the sheer drop just left of the right area of light-brown fencing. Drop off the edge, cutting out the entire first loop! Point your bike right slightly, and the pink fencing stops you from overshooting!

If you can, drift and mini-turbo to a wheelie (or just wheelie) toward a slope of small bumps and three dash panel ramps. Line yourself up to ignore the ramps, passing just left of the middle one. Make three tricks; one each time you reach a bump.

Land, then straighten out as you reach the dash panel ramp. Stay left of it and do a trick along the lower area (you'll fly through the air in less time, saving you a second). Land and drift left, between the two areas of pink deep snow.

Speed Tactics

This runthrough features shortcuts and exploits designed to shave seconds off a lap time. Some of these aren't necessary during a Grand Prix, but they certainly work during Time Trials, if you're adept enough!

Jet off the starting line with a turbo start and instant wheelie, and then drift really close to the inside right corner, mini-turboing out with a wheelie, and through the automatically opening gate, into the cannon.

Continue down around the long left curve with the bottomless drop to your left, drifting as you go. Mini-turbo and drift right as you drive over the "M" of the "MarioKart" ground sign, and launch yourself off the right-side vertical ramp. No tricks, please; this wastes time! As you land from the "halfpipe" style drop, you automatically mini-turbo. Use that speed to turn right, and execute another launch from a vertical ramp. Do this a total of four times, all the way to the next right corner! Don't worry about hitting the pink snowdrift; your auto-turbo from landing the halfpipe keeps your speed up if you make another vertical ramp move straight away!

Tip

The angle of your takeoff is important; you want to make sure you stay in the air for as short a time as possible for each vertical boost panel you drive over.

Tip

On the final lap, ignore this constant vertical take-off and landing plan, and simply use two or three Mushrooms to shoot through the base of this track, powering through both snowdrifts. Don't forget to wheelie, too!

Now for a cunning shortcut! Land after the cannon and immediately drift left, **into** the inside slope! Make sure you mini-turbo your drift just before hitting the vertical dash panel, then execute a trick! You fly around the corner much more quickly than simply drifting around the base of the slope!

TACTICS FOR LAPS 2 & 3

When you're drifting with the best of them, try for a lap time of around **43–46 seconds** (or under).

Lap 2 requires exactly the same route.

Lap 3 is similar, but use two or three Mushrooms during the final "halfpipe" area where the Shy Guys are snowboarding.

If you keep your lap times quick, you need not worry about hitting any Shy Guys in this area.

Ghost of a Chance

Mii and Flame Runner

Any heavyweight character, along with this fantastic bike, can meet or beat this record! Don't forget: change the height and weight of your Mii if you can't select the Flame Runner. Only big and tall Miis can access this bike!

Time to Beat: 02:08:010

Combat Tactics

A

Most of this course features numerous drops and undulating areas, so this flat section is perfect for aiming or ricocheting a Shell off the fence on either side. Don't forget to draft, and use any of the three gates before the cannon, not just the middle one!

B

This long curve, followed by some small hills you can try a trick on, is another great place for ricocheting Shells at enemies. Place Bananas on the far side of the hill, just where your rivals land. Don't forget the trick, either off the snowy hill or adjacent dash panel.

Note

There are vertical dash panels around the upper edges of this long curved corner. Use the inside one if you're following the Speed Tactics racing line. You can also use them to gain speed after a crash. To ambush a foe, park in the hilly undulations just after the dash panel, and launch a Shell as your foe flies over you.

C

Your rivals like to throw Shells throughout the snow bump zone, so watch for incoming objects! Use tricks to increase your speed, and optionally use the dash panel ramps. Putting a Banana at the top of one is another cunning plan!

If you need a boost of speed, or a new item, launch up the vertical dash panels in the middle of this 180-degree turn. Similarly, putting a fake Item Box or Banana in the area where you land from the drop is a devious but rewarding strategy!

Tip

If you enjoy ramming foes, try to knock them into the bottomless pits at the low side of this snaking series of corners.

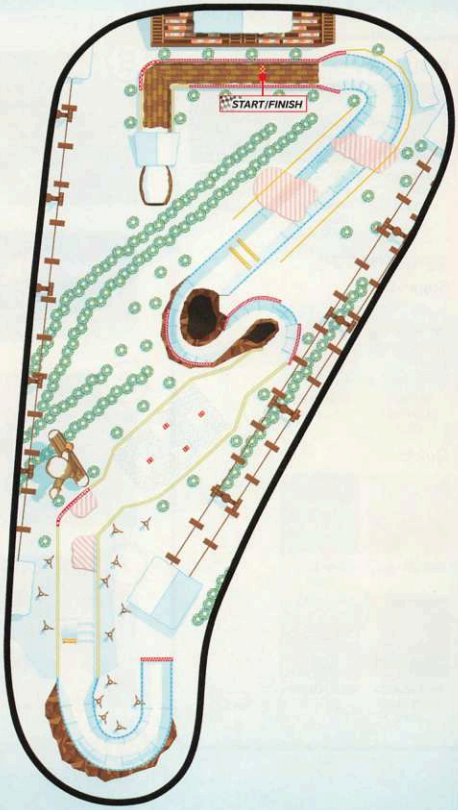
Traverse the "halfpipe" area, with the Shy Guys at the far end, quickly by using the Speed Tactics route. Or, drive onto the wide dash panels, and then launch left up the vertical dash panels where the Item Boxes are floating. This avoids snow covering the middle and right sections of the track. Then move right (picture F), across to the right vertical dash panels to dodge the second snow drift covering the middle and left sections.

Tip

Racers with Mushrooms can simply whizz through the drifts! Also, have you tried firing Shells or placing objects down in this area? Slow down a foe just before either snowdrift to cost them a ton of time!

Mirror Mode

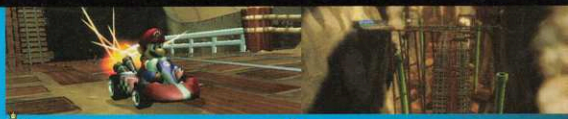
Make a note of all the preceding tactics, then flip them when you try completing this track in Mirror mode!



Wario's Gold Mine

Flower Cup

Wario's digging has resulted in one of the craziest courses around: a rickety track built on stilts with numerous broken fences leading to plentiful plummets into the inky blackness below! If you can manage to stay on the rollercoaster track, you enter the mine itself, dodging a flock of Swoopers each time. Here, a different type of cart becomes a real problem! Don't forget there are two ways to exit this dank, dark place!



GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

SWOOPER (Slowed if struck)

WARIO'S GOLD-FILLED MINE CART (Stopped and spun if struck)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super-Quick:

VERTICAL DASH PANEL (Blue)

DASH PANEL (Rainbow)

Quick:

DRY MUD BED

MINE CART TRACK

ORANGE-AND-WHITE TRACK EDGE

METAL HALFPIPE

Drift right and follow the road, cutting inside this corner and poking your front wheels in the air, passing through the rising smoke. Keep up this 180-degree drift as you bounce over the orange-and-white track edge. You can leave the track entirely as you cut into this corner, and drift a second time for an increasing mini-turbo into the mine cavern.

Caution

Boost at the apex of this inner corner; cutting as close to the bottomless drop as possible. You can mini-turbo with three wheels in the air if you're good enough!

You should be on the left side of the cart tracks as you hit the dash panels. Straighten out, moving between the outer track rail and the bottomless drop on the left as you go uphill, and drift, then boost as the corner curves left.

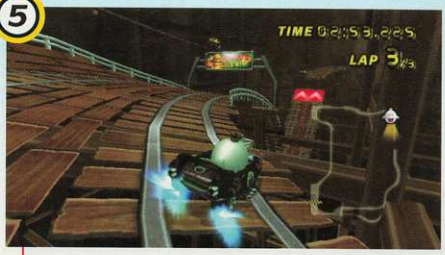
Complete a turbo start, and follow it with a single drift and mini-turbo as the corner turns left. Then swing left with a drift as you pass under the "Wario's Gold Mine" sign, keeping as close to the left edge as possible. Mini-turbo down the severe slope.

When you land on the rail track bridge, there's just enough time to drift right, cutting the inside corner, and drifting a second time as you complete a lap. This leads to a double mini-turbo as you reach the next corner.

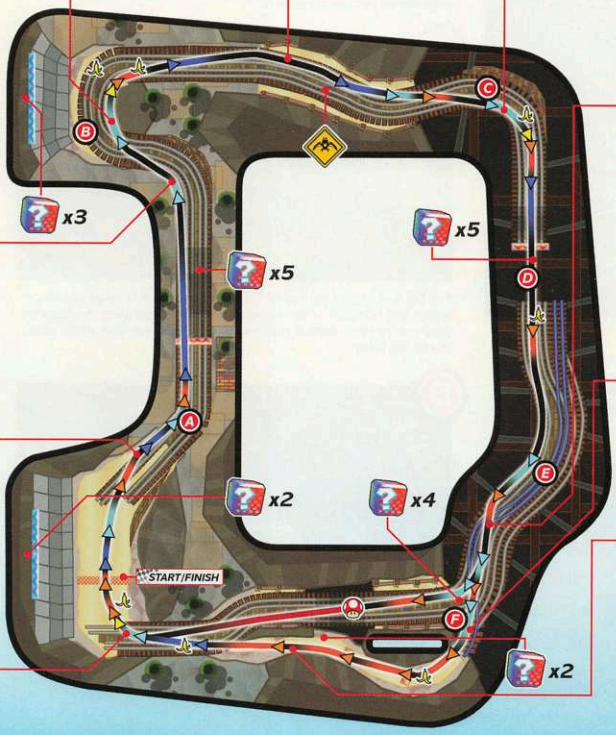
Speed Tactics

Before you can even think of attempting a fast time on this course, make sure you can drift around the very edges of corners without falling off. This is the key to success!

Enter the cavern following the track's left outer rail, as the Swoopers flap to the right of you, and skid right (no need to drift). Then flip directions as the tunnel opens up, and drift, then mini-turbo out into the giant mine track area.



Immediately drift right twice, cutting in on the long right corner close to the edge without tumbling into the darkness below. Double mini-turbo down the dip, head up through the dash panel, and execute a trick as you fly through the air.



Land, and after the boost of speed, execute a long drift to the right, close as you can to the drop. Ignore the mine carts. Then mini-turbo and switch and drift left as soon as the mine tracks merge. A second later, mini-turbo and drift left.

This is the trickiest part of the race! Continue your drift to the right, keeping your kart almost straight, and heading through the gap in the left side of the fence. Avoid the mine cart as the track falls away, and drop into the secret tunnel. As soon as you land, mini-turbo as close to the rock wall on the right as you can, and drive over the dash panel. Simply hit each panel, and execute a trick as you emerge from this shortcut (picture 8).

TACTICS FOR LAPS 2 & 3

If you've mined the fastest laps around, each one should be approximately **40–42 seconds** (or under).

Lap 2 requires exactly the same route.

Lap 3 is similar, but when you reach the "shortcut" area (Waypoint 7), use a Mushroom in the exit cavern with Wario's face on it. Do this just after you head up the dip, having just executed a double mini-turbo.

Note

Yes, this means you don't need to use all three Mushrooms to claim an impressive time!

Tip

Another great plan is to leave an object among the Item Boxes just after the dash panels in the dip. It is very difficult to even see these obstacles, let alone swerve to avoid them!

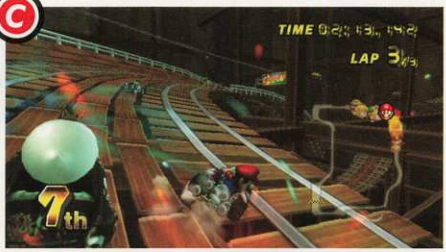
Your first vertical dash panels occur on the long right turn into the cavern, and you have a choice: delay your entrance into the gloomy tunnel and grab an item, or drift on the inside right of the track. Using this halfpipe is good if you have a pesky foe behind you; flip a trick while they pass below you, then chase them down with the item you just grabbed.

Ghost of a Chance

King Boo and Flame Flyer

This is a course where comparing bikes and karts has resulted in a slightly quicker time using a four-wheeled vehicle. The double mini-turbos and ability to really skim each corner makes this particular kart a real winner! Use your preferred character.

PRIMA GAMES **Time to Beat: 01:59:755**



King Boo is at it again! The flock of Swoopers a great place to nudge your foes, and the long right curve of the rail cart track is another spot where shunting a foe could yield excellent results if you have enough force to slim them off the sides, into the pits below!

Combat Tactics

The biggest consideration to make when negotiating this roadway is that the inner edges don't have fences, and they are the quickest way around the course. Therefore, jostle and bump your opponents, or fire Shells or plant Bananas, so they fall.

The dip before the dash panel ramp is a great place for a pesky Banana, and so is the edge of the jump itself. If you make the jump unscathed, do a trick, and scan the course ahead for any items laid on it.

Tip

Ricocheting Shells are completely noneffective due to the lack of fencing either side of the track. Unless they are homing Shells, save them for the tunnel!

Tip

Expert racers like to think the dash panel shortcut is safe, so unnerve them by dropping an item just before the first dash panel; the narrow area makes it difficult to negotiate your trap!

E

The mine carts are nasty and knock you about, so learn where the railings are in this section, and where the tracks merge, to avoid being struck by them. Stay on the inside right, and you should be fine. Also try grabbing an item from the boxes tethered to each cart if you really need one!

G

The second vertical dash panel is by the finishing line, so don't use it on the last lap, or you may lose the race! Head here for items prior to a second or third lap. Also think about stopping (with a Red Shell) under the dash panel exit before this corner, and shooting at a rival who zips by. Bananas on the rickety bridge make another good trap!

F

Just as in Time Trial mode, the exit tunnel is a good place for a speed-up Mushroom. Use it just before the line of Item Boxes so you can grab a new item too. Or, head left, into the shortcut with the three dash panels.

Mirror Mode

Wario is mining just as much gold, even when his course is flipped around. Follow "opposite day" tactics during this gameplay mode!

Daisy Circuit

Star Cup

Out on the seaside is a delightfully winding course, beginning with a straight shot through the middle of some cobblestone corners. If speed is your plan, scoot up the hidden staircase! Then swerve around two circular statue gardens, using one of two paths. Both lead into a short but snaking tunnel, and out to a severe turn at the foot of Daisy's lighthouse. Don't pause to check out the beautiful sunsets—stay on course!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

ROAD CONE
(No speed loss if struck)

RAISED TRACK EDGE
(Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

TARMAC

Medium:

TRACK VERGE
(Orange and white)

Slow (Off-Road):

COBBLESTONES

HIDDEN STEPS

Look at Mii!

Luigi and Daisy's giant dancing statues have different heads if you're using your own Mii!

3

Keep to the right of the blue cones, skirting the edge of the cobblestones, and as the mini-turbo runs out, which should be on the next right corner of cobblestones, execute a Mushroom turbo. You're aiming for the narrow doorway at the base of the pink building ahead and right of you.

2

Keep the drift going as you scrape past the first cobblestone corner on your right, staying as close to it as possible without losing speed. Knock a cone out of the way, and aim for the second orange cone. Make a double mini-turbo across this second cobblestone corner.

1

Start with an impressive turbo off the grid, and then begin a very long drift. Begin it just before you pass the second lamppost on your left.

Speed Tactics

The following shows the secret shortcut staircase, and the quickest ways around the circular statue bases. Get an impressive time by judging every corner and practicing constantly.

4 Boost through the doorway and up the stairs without striking the sides of the building. As your Mushroom gives out, drive over two dash panels that help you launch out of the hidden staircase. Don't forget to do a trick as you fly!

5 Land in a straight line, just by the right side of the first statue, and cut through an almost straight line, across and through the cones as the right fence juts out a little, making a slight right drift, then drifting left as you drive around the right side of the second statue.

8 Finish your run by double mini-turboing out from around the lighthouse, then drift left, up onto the raised area around the final corner, and drift around it, staying on the raised area if you can. Double mini-turbo boost, dropping down onto the main track just after passing to the left of the finish line arch post.

7 Continue this massive drift along the straight toward the lighthouse. Launch a double mini-turbo as the raised footpath on your left merges with the main track, just before the looping lighthouse turn. Then immediately drift right, cutting the inside of the loop.

6 Execute a single mini-turbo as you drift left around the end of the statue's track, then turn and make a long right drift into the tunnel, hitting a yellow, then blue cone, and double mini-turbo across the tunnel's racing line. Then make one long left drift across the zigzag corners and out of the tunnel.

Combat Tactics

TACTICS FOR LAPS 2 & 3

If you've perfected this circuit, your lap times should be around **32–34 seconds** (or under).

Attempt laps 2 and 3 in **exactly the same manner** as the first lap.

Always use a Mushroom to keep your speed up through the hidden staircase shortcut!

Ghost of a Chance

Dry Bones and Mini Beast

Although the drifts (and double mini-turbos) take some time to perfect, this narrow vehicle makes it easier to squeeze around this track's corners and staircase shortcut.

PRIMA GAMES

Time to Beat: 01:36:848

The initial straight is great for drafting on the first and subsequent laps. Remember that you can stay on the raised pavement to the left, passing close to the lampposts, and claim an Item Box that usually isn't taken by anyone else. Then, as you negotiate the cobblestone corners (picture B), try drifting through the middle, using the stepped shortcut through the pink building only if you have a Mushroom (or you'll slow down). This tight area is perfect for dropping an obstacle or ricocheting a Shell around!

Easily move around the figure-eight circular statues area on the left side, right side, or diagonally through the middle. The various routes allow some good ambushes (lying in wait for a foe to head around the opposite side of a statue, then firing a Shell at them, for example). Don't forget the four Item Boxes on either side of the second statue.

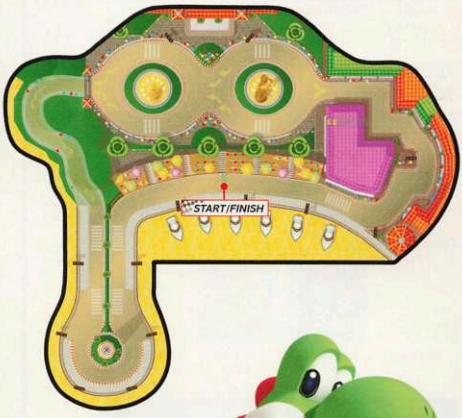
The zigzag tunnel is one of the best places around to let your favorite item out into the open. Use ricocheting Shells or well-placed fake Item Boxes or Bananas on the racing line or around the narrow corners, making them difficult to miss.

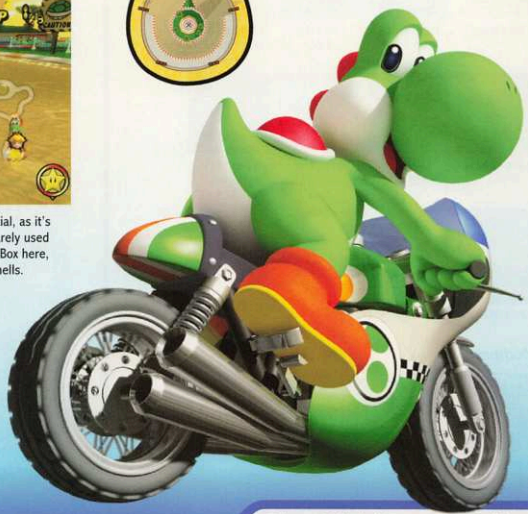
The looping corner around the lighthouse offers more ambush potential, as it's easy to slow down, let a foe pass you, and fire a Shell at them. The rarely used outer raised pavement can be advantageous because there's an Item Box here, and if you stay on this raised pavement, enemies can't hit you with Shells.

The final corner and straight is a perfect spot to catch up with a Mushroom. Optionally stay on the left raised area, all the way to Waypoint B.

Mirror Mode

The sunsets are just as spectacular, but the turns and tactics are opposite when you begin the Mirror mode version.





Koopa Cape

Star Cup

After a couple of well-placed trick jumps, this rocky outcrop turns into a severe corner, leading to a cascading river that's much faster even than the surrounding tarmac and grass. After skidding around the wild corners, you drop down under the sea into a specially constructed Koopa Troopa pipe. Now under the ocean, remember that electricity and water don't mix; avoid the Koopa Zappers on your way to a long jump and a fast-flowing waterfall that can cause you problems if you don't dodge it!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

GOOMBA (Stopped and spun if struck)

SHEER DROP (Time lost if you fall)

KOOPA ZAPPER (Spun and shrunk if struck)

WATERFALL (Swept into sheer drop)

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

RIVER

RIVER (Underwater)

Quick:

DIRT ROAD

MESH FLOOR AND RAMP

WOODEN RAMP

GREEN AND YELLOW TRACK EDGE

RIVER TARMAC

SHALLOW RIVER RAMP

BLUE AND ORANGE TRACK EDGE (River)

PIPE ENTRANCE AND CONNECTING MOSAIC

UNDERWATER PIPE GLASS

Medium:

RIVER GRAVEL

Slow (Off-Road):

GRASS

4

Follow the racing line down the river, making very quick flicks left and right, without drifting. After you pass the giant blue Koopa Troopa tunnel (stay to the left of it, in the river), drift and cut in on the left corner. Mini-turbo out, and pass through the rock arch, to the right of the small ramp.

5

Pass under the arch, near the left side of it while executing a wheelie, then adjust your steering left slightly, so you can drift right, around the big Red Shell, but staying in the middle of this corner. This sets you up for a mini-turbo, and a drift left, cutting on the inside of the final corner before the waterfall.

Look at Mii!

The Koopa Troopa face on the rock wall above the entrance changes to one of your own Miis!

Speed Tactics

Learn the following winding route to avoid the numerous pitfalls and water hazards while claiming a phenomenal lap time to annoy your friends with!

Quickly drift left, ignoring the vertical dash panels on the outside mesh corner, and hug the yellow-and-green track verge, mini-turbo up the mesh ramp leading to the river, and execute a trick. Land on the right verge, in the river.

Use the boost when you land to jet forward, toward the wooden ramp, launch across it and perform a trick, but steer to the right slightly. Then use a Mushroom and cut across the grass, keeping to the right of the next wooden ramp. Try a wheelie as you go.

After the waterfall dumps you into the underwater pipe, perform a wheelie, then drift around the inside of the left corner. Try to mini-turbo as you reach the flow of water in the middle of the pipe. Perform the mini-turbo just as you reach the second Koopa Zapper, keeping to the left of the zapper arm.

Boost off the starting line with a turbo, wheelie for a second, then steer right, so you approach the first ramp traveling right to the left tip of the ramp itself. Launch and perform a trick, landing near the cliff edge on the left, but not into it!

If you're quick, you can stay in the water, and make two short drifts with mini-turbos around the long right tube turn. Stay slightly right of the river's center as you head for the exit ramp; this allows you to wheelie and miss both Koopa Zappers.

Finally, steer slightly left of center up the exit ramp, make a trick, and land on the corner edge of the waterfall section, making sure you stay on the dirt road. Drift right, then mini-turbo and wheelie, quickly adjusting your position left and making a wheelie again over the finishing line.

TACTICS FOR LAPS 2 & 3

When the Koopa Cape is memorized, your lap times should be around **52–56 seconds** (or under).

Attempt laps 2 and 3 in **exactly the same manner** as the first lap.

The only possible problem is dodging the Koopa Zapper arms; for best results, stay just left of center before the long right turn inside the tube, and slightly right of center after the turn.

Always use a Mushroom to cross the grass, and dodge the wandering Goombas!

Ghost of a Chance

Rosalina and Flame Runner

If this becomes too difficult to attempt, try the racing lines using a bike that's less severe at cornering before upgrading to the fast and fabled Flame Runner!

Time to Beat: 02:37:522

Combat Tactics

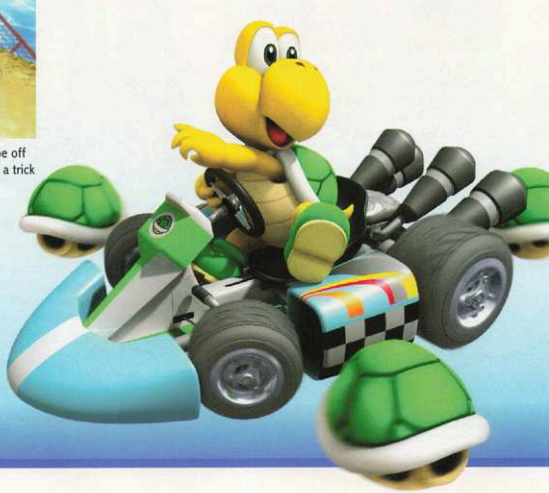
The initial jostling for position can be to your advantage if you can slam a foe off the side of the track and into a bottomless drop. Otherwise, gain speed with a trick off either of the two ramps.

Tip

The ramps are a good place to leave a Banana—either on the ramp, or on the landing spot. Save your ricocheting Shells for the river.

The sloped area where the three Goombas roam is a key place to use your Mushroom, just as in the Speed Tactics racing line. Or, you can leave an item trap either side of the ramp. Also remember that if you hit a Goomba with a Shell, it releases a Mushroom!

Aside from the fastest route to the river (Waypoint 3), there are other ways to reach the river. You can cut in on the grass to the left of the ramp (use a Mushroom or you'll slow down), or take time to grab an item from the vertical dash panel area to the right.



The best tactic in the river is to stay in the fast-moving water, and waylay your foes by hitting them into the grass, or even the tarmac, which is slower to move over. Don't forget the Item Box moving down the river, and two more inside the Light Blue Shell.

Tip

With a Mushroom or other speed boost, you can cut in on either of the grassy corners (to the left of the giant Light Blue Shell, or right of the large Red Shell after the rock arch) and save even more time.

For the lower reaches of the river, use either the Speed Tactics racing line through the rock arch, or take the small ramp (remember to try a trick) that allows you to pick up one of two items. Leaving a Banana at the top of the waterfall leading to the underwater pipe is a good plan, too.

Negotiate the glass underwater tube using the racing line. However, the water is the fastest way to travel, meaning you should bump foes into the Koopa Zappers, place Bananas in the river area to slow foes down, and bounce some ricocheting Shells throughout this tube.

The base of the ramp has Item Boxes, as do the vertical dash panels on the waterfall's left edge; use them only if you don't need to quickly finish your lap. The best plan is to leave a Banana here so your foes slip and fall down the waterfall to the right.

Mirror Mode

Follow the flow of this water-filled wonderland during your Mirror mode races, but make sure all your turns are in the opposite direction!

Maple Treeway

Star Cup

A peaceful autumnal scene hides a fraught and frantic track that has you barreling down a snaking and narrow country lane, and taking a real barrel cannon all the way to the top of the course, where two giant Wigglers slow you down as you begin a descent down through the trunks of giant trees. This culminates in a long, thin straight where you're in constant danger of a Shell up your exhaust pipe, and a final road section offering three routes to the finish.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

PILE OF LEAVES
(Item produced if run into)

WIGGLER
(Stopped and spun if struck)

SHEER DROP
(Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

Quick:

FOREST ROAD

LEAF-PRINT VERGE

TREETRUNK ROAD

TREETOP ROAD

WOODEN PLANKS

WOODEN CHANNEL ROAD

GREEN WOODEN CHANNEL EDGE

RICKETY BRIDGE

Medium:

ROPE MESH

Slow (Off-Road):

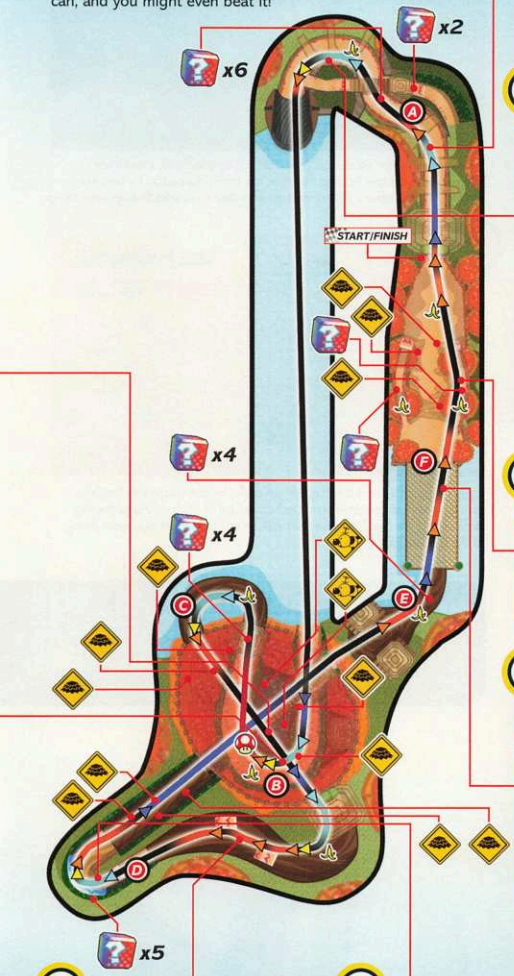
GRASS

Once on the curved log, make a double drift on the inside, but without falling off the sides. Double mini-turbo out onto the treetop area, and use a Mushroom, zipping just to the left of the first leaf clump. Pass both Wigglers, and begin a right drift as you reach the wooden cabin.

As soon as you land from the cannon blast, drift right, steering to the left of the second clump of leaves, and then cutting inside around the right treetrunk wall. And we mean **really** cut in! Drift so you're halfway up the wall, to the right of the third clump of leaves, and double mini-turbo down and onto the wooden bridge and cabin.

Speed Tactics

A small kart proves to be a formidable option in obtaining an impressive Ghost. Follow the racing line as accurately as you can, and you might even beat it!



Begin with a turbo boost, and then a drift almost immediately around the first left corner. Get up onto the inside embankment on the first corner, mini-turbo across the brightly lit area, turning right as you boost. Swing left again (picture 2) as you reach the next long left turn; this is the best way to steer through this zigzag without losing speed. Drift as close to the inside treetrunk wall as possible, then double mini-turbo into the cannon.

Note

Just before Waypoint 1, there's a gap in the right fence. This leads to a secondary trail above the main one. After crossing a rickety bridge (shown in picture 1), the trail curves around to the right, ending up at the cannon. Avoid this, as it isn't the most direct path, and you must use a Mushroom to boost onto the trail to avoid slowing down.

The speed boost you get from the second trick allows you to quickly drive up the wooden tree ramp to the right, and over the dash panel. Make a trick, land with a boost, and cross the finishing line to begin an identical second and third lap.

This straight is easy to negotiate; don't hit any leaf clumps, and make a trick at the dash panel ramp. Stay left as you reach the undulating net bridge. Point your kart right slightly, and as the net throws your vehicle up, make a trick twice.

This next section requires pinpoint accuracy; continue your drift, and mini-turbo so you just touch the far outer corner of the first dash panel. Immediately drift to the right, catching the far outer corner of the second dash panel. Keep the boost up as you head over two more panels, and then drift around the very tight banked corner. Make a double mini-turbo out to the long straight without hitting the vertical (blue) dash panels at all.

TACTICS FOR LAPS 2 & 3

Memorize the tight turns of Maple Treeway, and get lap times in the region of **51–53 seconds** (or under).

Attempt laps 2 and 3 in **exactly the same manner** as the first lap.

Maneuver through the second and third laps using the above route.

The only possible issues are the two Wigglers atop the tree. However, as long as your lap times are quick enough, you can constantly use the straight shot through the middle, even during the third lap when the Wigglers are both moving into your racing line. Don't forget that Mushroom!

Ghost of a Chance

Toadette and Mini Beast

The Mini Beast's excellent cornering allows for quick back-and-forth turns. Your driver can be any of your favorite racers, or even your own mini Mii!

Time to Beat: 02:31:025

Combat Tactics

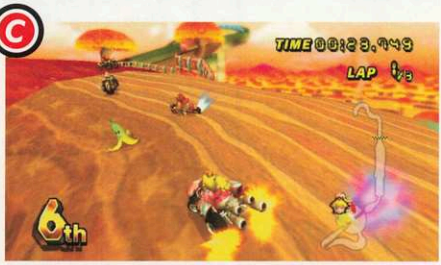
A

A narrow track and tricky corners make the initial downhill section the perfect place to spin a foe off course with a Banana or ricocheting Shell. Remember to head wide at the line of Item Boxes; the outer ones usually remain. The long left turn before the cannon is a good place to put an obstacle or launch a Shell behind you.

B

The corner before the wooden bridge and cabin is long and narrow, and when it tightens before the Item Boxes in the cabin, you should place a trap for foes. Also remember there's either a Mushroom, Banana, or Star if you drive through a leaf clump.

C



If you can cause a foe to fall from the curved log by item placement, they lose even more time; an excellent plan! Once on the top of the tree, dodge the Wigglers as best you can. Time when they walk so you can scrape by without driving too far from the racing line.

Tip

Before you engage foes in competition, park your vehicle here and watch the Wigglers as they move back and forth. Memorize the paths both take, so you know where they are going to move when you return here.

Note

If you have a Mushroom, you can drift right, through the gap in the fence just before Waypoint A, and drive on an upper trail that avoids the main path, but also the Item Boxes. You can drop down from the wooden bridge to the main track to ambush or chase a foe, or drift around the long right curve, and into the cannon.

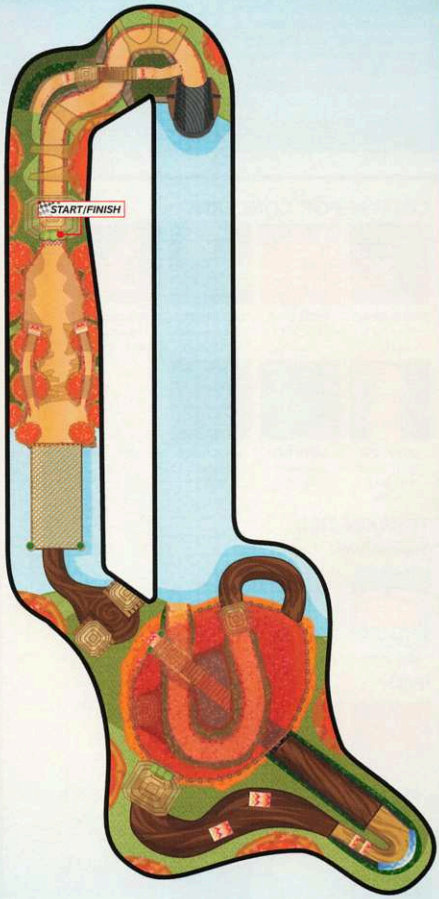
Save your Shells, and instead concentrate on hitting foes with Bananas and other immovable objects. Then try to hit as many dash panels as possible; don't forget to weigh the time lost hitting the blue vertical dash panels with the extra item you receive if you hit an Item Box floating here.

The long straight down is tight enough to almost completely block with fake Item Boxes and Bananas. Use the side walls to dodge objects others leave behind. After the dash panel ramp, try cutting the inside line on the log leading to the net bridge; the landing spot from the ramp is another good place for a Banana or two.

This wooded area makes ricochet Shells much more useful. This picture also shows the three different routes to the finish line: the middle section where you employ tricks off the tree roots, and the ramps on either side, leading to an Item Box and dash panel. Complete a trick off the undulating net to increase your speed.

Mirror Mode

The leaves are still falling, the roadways are just as twisty as before, and the advice is almost identical, except your cornering is flipped in Mirror mode!



Grumble Volcano

Star Cup

This is a scary and dangerous track, due to the large amount of unfenced roads, all of which lead to a swim in the lava! Fortunately, Lakitu is always here to help you out, but because the track begins to crack and fall away as the race progresses, he may have his work cut out! After weaving through a cavern, you bounce down a series of moving islands, and choose an upper or lower path, which eventually splits and returns you to the starting point, hopefully unsinged!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

SINKING GROUND (Time lost if you fall)

SHEER DROP (Time lost if you fall)

LAVA FIREBALL (Stopped and spun if struck)

FIRE SNAKE (Slowed and spun if struck)

LAVA PLUME (Spun if struck, time lost if you fall)

GREEN PIPE (Stopped if struck)

GNARLY TREE (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

ROCKY ROAD

ORANGE-AND-WHITE BRICK RAMP

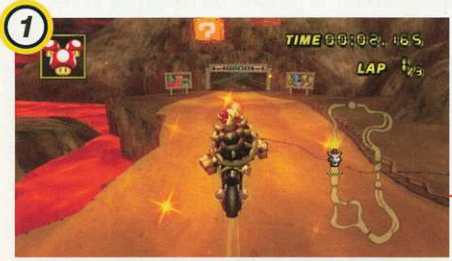
STONE ISLAND

Medium:

ROCKY ROAD VERGE

Slow (Off-Road):

DARK BROWN ROAD



The initial part of the circuit is straightforward; turbo off the starting line and wheelie immediately. Launch off the ramp with a trick, then land and wheelie. Keep this up until you enter the tunnel, then bounce right and left, then wheelie again as you enter the lava cavern.

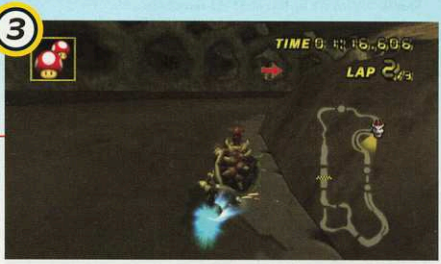
Launch over the ramp, using a Mushroom to ride along the dark brown road on the right edge. Hit the ramp, do a trick, and steer to the middle of the track, zipping over the finishing line.

Note

Or, jump over the ramp (without touching it), drift around the corner, and mini-turbo to the ramp before the finishing line. Using the Mushroom is marginally quicker and helps avoid the Fire Snake that appears here during Lap 3.

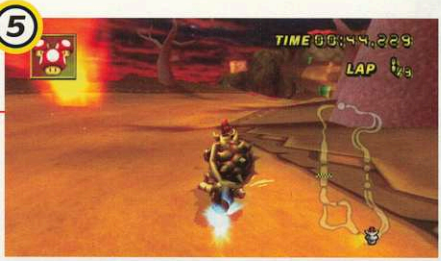
Speed Tactics

2 Wheelie for a second, then drift right, around the corner, and mini-turbo over the ramp. Execute a trick, landing on the far edge of the stone island, and bounce off. Turn right, wheelie for a split-second, then (once inside the narrow tunnel), straighten up and wheelie.



3 Take the left of the two roads when the tunnel splits, drifting right and coming as close to the rocks on the inside of the bend as possible. Straighten out with a mini-turbo, then drift left at the next bend. Finally, mini-turbo, drifting to line yourself up with the middle of the ramp.

4 Launch over the ramp, execute a trick, and then keep a straight line as you bounce down the moving islands. Try to land on the left edge of the raised course, right of the lower course.



5 Drift along this upper section if you can. Ignore the ramp, dropping off the ground to the left of it, and drive to the right of the fireball. Then drift as the road curves to the right, by the trees, ignoring the upper area with the dash panel ramp.

6 Launch over the ramp, do a trick, then land and cut a straight line through the right fork in the path without drifting until you reach the second corner. Drift and mini-turbo, steering to the right if you can.

TACTICS FOR LAPS 2 & 3

Get good, and you can traverse the frightening lava-strewn roadway of Grumble Volcano in a lap time of **51–53 seconds** (or under).

Attempt lap 2 in **exactly the same manner** as the first lap. You can land on the lower area at Waypoint 4 without any problems.

Lap 3 is treacherous, as the cracked outer edges of the course disappear. Therefore, you may need to steer a little more to avoid the holes in the course, especially near Waypoint 6.

Although Fire Snakes appear in laps 2 and 3, as long as you use the racing line shown, you can easily avoid them.

Ghost of a Chance

Dry Bowser and Flame Runner

You should be able to shave at least a second off this time if you can use a Mushroom once per lap; we chickened out and only used two!

Time to Beat: 02:10:153

Combat Tactics

The initial straight is the place to draft behind others, saving your Shells for enclosed areas. Try using a Banana, or a pop a Mushroom to shunt enemies into the lava to the left and right. This is even easier during the second and third laps, when the road narrows.

Employ similar tactics inside this lava cavern. The track's precarious nature means even the threat of being struck or losing control can play havoc with your foe's minds! Place Bananas on ramps or just after you land from the floating island. Grab one of the two Item Boxes only if no foes are nearby; otherwise, use the advantage of the turbo after using the ramp and doing a trick.

Exit the lava cavern via the left or right fork. The left fork is wider and safer, and you can drop down to the right road halfway through if you're being attacked or a Shell is on your tail.

When island-hopping, you can ignore the tricks (and greater speed), and land on the stone island to grab an Item Box. Either way, the upper roadway to the right is a slightly safer route, because you can always drop down to the left if you wish.

Although the Speed Tactics racing line is the lower inside corner, the upper ramp to the left is a good place to lie in wait, or slow down to let a foe past before chasing them down with a favored projectile. At the split in the track (picture F), the left route is longer but slightly safer.

Caution

The dropped lava fireballs are a constant pain, so (as with other areas of the course) learn when and where they appear by sitting in this area of track and watching them rain down.

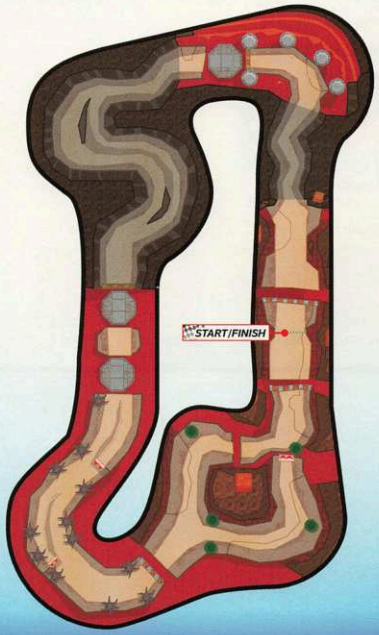
Both routes offer quick access to the main straight and the finishing line, but the left route enables you to climb higher, giving a better view (and aim) of enemies that have just passed you. Place Bananas at the dash panel landing spot!

Tip

As the areas of track break away, place obstacles on the remaining track sections, making them even more difficult to maneuver around. You can really slow down foes with this tactic!

Mirror Mode

Mirror mode offers a volcano that's just as grumbling, but your turns, drifts, and drafts all occur in the opposite direction!



Dry Dry Ruins

Special Cup

Take a trip down a winding sandy road, but remember which sand benefits your progress and which hinders it, and stay on track! As the race progresses, certain stone pillars fall to the ground, creating more obstacles to weave around, or better yet, perform a trick over. After negotiating a tricky entrance with flapping Swoopers, you weave through a large temple interior as the sand fills up continuously. This ends with a spectacular leap to the finish!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

POKEY (Slowed or stopped and spun if struck)

SWOOPER (Slowed slightly if struck)

FLOWER CACTUS (Slowed if struck)

PILLAR (Stopped if struck)

FALLING PILLAR (Slowed if trick isn't attempted)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

Quick:

SANDY TRACK

STONE TRACK

Medium:

SANDY VERGE

FALLEN PILLAR

Slow (Off-Road):

DARKER SAND

SAND PILE

Look at Mii!

The giant sphinx head of Yoshi changes to one of your own Miis, if you use one to race!

7

Execute a trick off both sets of dash panels, and when you finally land, turn left using up the extra speed you gained from the tricks, before cutting in as close to the right rock bank as possible with a drift. Boost up to the finish line, straighten up, and start a wheelie to begin lap two.

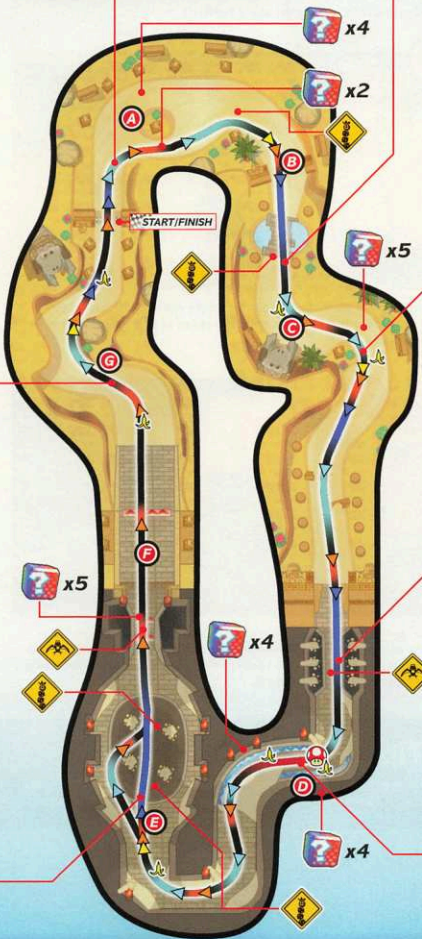
6

At the 180-degree turn, drift right then mini-turbo and drift again immediately. Mini-turbo and wheelie, heading straight across the circular dip where the multiple sand piles and Pokeys are. Keep straight, slightly left of center.

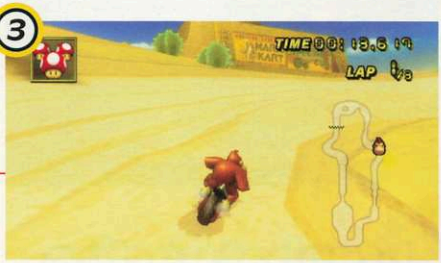
Speed Tactics

Although the constantly falling pillars make exact racing lines difficult to match, the following route is by far the quickest!

After an instant turbo and wheelie off the starting line, drift right, around the left side of the pillar, mini-turbo and immediately drift left, just before passing the pillar itself.



Keep the drift to the right going, passing to the right of the Pokey. Mini-turbo down the hill and wheelie as soon as you straighten up. Once on the stone bridge, keep the wheelie going and aim for the far left end of the bridge, passing left of the second Pokey.



As long as you're close to the left side of the winding hill, you can drift close to the edge of the track, mini-turbo and drift right around the next corner, then mini-turbo and wheelie until you can see the temple entrance in the distance.

Keep a moderately straight line, drifting again and mini-turboing just before you enter the temple. Wheelie straight across the bottomless gap, toward the vertical dash panels.

Tip

On subsequent laps, instead of drifting, drive up the fallen pillar that descends from the left, execute a trick, and boost into the temple.

Ignore the blue dash panels, because driving on them wastes time. Instead, drift right early, and use a Mushroom just before you drive onto the pouring sand pile. Boost just left of the sand-fall, and drift and mini-turbo left almost immediately, at the next corner.

TACTICS FOR LAPS 2 & 3

When Dry Dry Ruins becomes Easy Easy Racing, your lap times should be around **43–46 seconds** (or under).

If you're quick enough, you can complete lap 2 in the same way as the first lap, except at Waypoint 4 (see the earlier Note).

During lap 3, at Waypoint 3, drift around the end of the two fallen pillars. Don't hit them and execute a trick because that is slower.

During lap 3, at Waypoint 6, steer to the left, then drift right into the middle of the sand-filling circular dip, and mini-turbo out to the dash panels.

Ghost of a Chance

Donkey Kong and Flame Runner

This killer gorilla and his fiery bike are a winning combination, as long as you can perfect the corners and remember the slightly different racing lines throughout the three laps.

Time to Beat: 02:07:244

Combat Tactics

This race usually starts as a rough and tumble free-for-all. Make sure you draft, and if you're at the back of the pack or need to catch up, consider the shortcut around the right side of the pillar. A couple of Item Boxes are usually available here, too.

The sloping road down to the stone bridge is a great place for setting down Bananas, fake Item Boxes, or other items to thwart your rivals' progress, especially if foes spin into the water or the nearby Pokey!

On laps 2 and 3, the winding road to the temple entrance offers four fallen pillars to perform tricks on. This isn't quite as fast as drifting around them, but it can be safer.

If you can't cut across the sand pile with a Mushroom, enter the temple to find vertical dash panels on either side. Execute a trick, fly through an Item Box, and then boost (or use a really severe drift) past the sand pile. Naturally, this area is a perfect spot to lay a Shell or Banana.

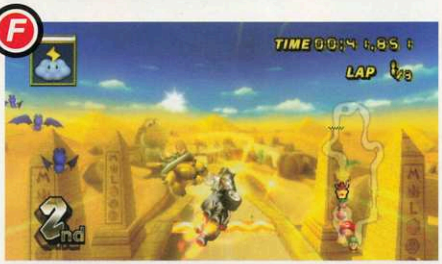
Tip

Firing at foes where you dodge the flapping Swoopers is another great plan; if you're accurate, you can bounce them into the bottomless pit!

The 180-degree turn to the filling circular sand pit is a great spot to launch a rico-cheting Shell behind you. Also, if you're quick, you can dodge through the pit for the first two laps, but take the outside stone area on the third lap. This is another great place to drop an item or two.

Tip

Rivals that hit Pokeys drop Shells, Bananas, and Mushrooms (as shown in the picture for Waypoint E); use these to your advantage if you spot them. Remember! Where Pokeys roam, expect items to be strewn!



Launching from the dash panels is simple, unless you're pointing your vehicle di-agonally. In that case, you may land outside the track and lose time. Keep straight and execute both tricks. Or, you can slow down, wait for a foe under these jumps, and slam a Shell into them from this ambush point!

Although drifting around the final bend is encouraged, you can also try driving straight over the deeper sand to the right. This plan is excellent if you have a Mushroom, reasonable if your vehicle has good off-road abilities, and only mar-ginally cunning if you're attempting victory!

Mirror Mode

Pillars still fall, and sand still gets everywhere if you try driving around the Dry Dry Ruins in this mode. Only the turns are different!

Moonview Highway

Special Cup

As darkness descends, the town's traffic increases, and you can expect trucks, cars, and the dangerous Bob-omb Car to traverse the tracks in both directions. The key here is to opt for the shortcut if you need to. Avoid heading off the unfenced cliff into the trees. Instead, race across the bridge, and hit as many of the dash panels along the main road as you can. After you enter a tunnel, the final race is along one long stretch of tarmac where precision Shelling can make all the difference!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

VEHICLE (Slowed or stopped and spun if struck)

BOB-OMB CAR (Slowed or stopped if struck)

SHEER DROP (Time lost if you fall)

TOLL BOOTH (Stopped if struck, booth only; arms open automatically)

UNDERPASS PILLAR (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

TARMAC

BRIDGE METAL

DIRT TRACK

Medium:

GRASSY VERGE

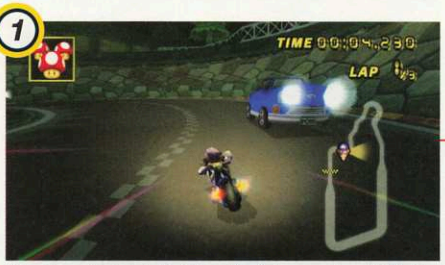
STONE EMBANKMENT

Slow (Off-Road):

GRASS

Look at Mii!

The Mushroom Moon poster has two new romantics if you choose Miis for your race!



With a turbo and instant wheelie, jet toward the first corner, cut in and drift to the right, then move to the middle before the incoming car hits you. Make a left drift, hugging the inside of the left turn.

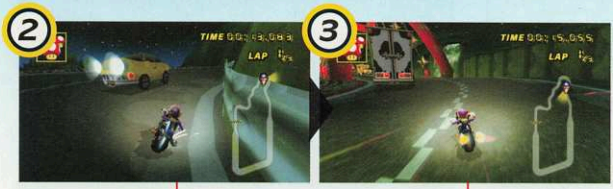
Drift right, mini-turbo over the middle right dash panel, quickly steer past an oncoming vehicle, and steer right, to the right edge. Expertly miss another incoming car and steer left to the middle right panel. Then steer through the middle left toll booth. The second you head out of the toll booth, use your Mushroom (picture 8) and wheelie, setting yourself up for the next lap.

Speed Tactics

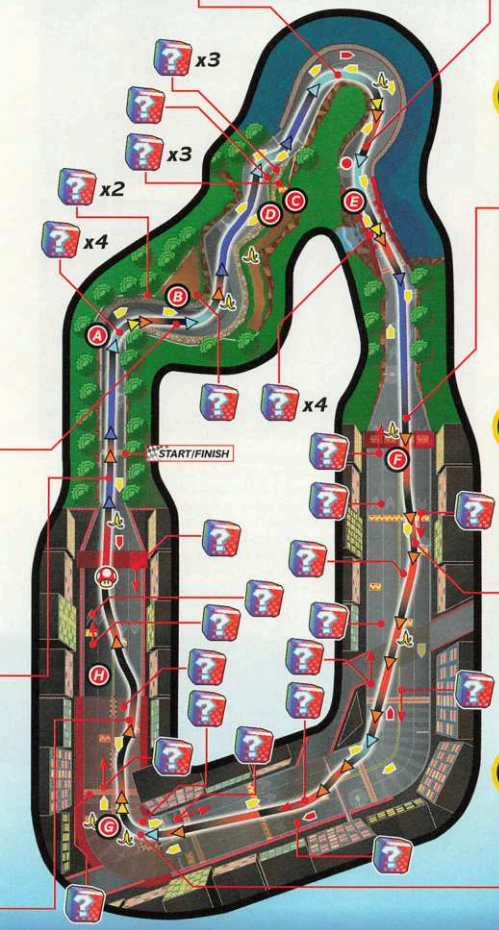
Precision driving between moving vehicles makes a speed run one of the most difficult aspects of this track. Keep to the lap times, or your racing line may involve dodging incoming cars!

Starting vehicle locations (arrows indicate direction of travel)

Starting Bob-omb Car locations (arrows indicate direction of travel; in Grand Prix only)



Mini-turbo away, making sure you wheelie as much as possible while adjusting your trajectory. Stay in the middle of the winding road until you pass a vehicle near this long right curve without the outside fence. Drift around on the inside right, squeezing between a car and the grass wall (picture 2), mini-turbo, then drift left and mini-turbo onto the bridge, staying in the middle of the road.



Make a quick drift left, then mini-turbo out of it just after crossing the bridge. Straighten up so you're in the center of the road, and wheelie through the middle left toll booth.

Now memorize the series of dash panels on the tarmac. Steer (don't drift) left, over the large panel, then the panel on the left edge. Quickly steer right, to the middle left panel, then continue right, across to the middle right panel, and finally the right edge panel at the inside corner.

Drift around this corner and drive over the middle right dash panel, cross over to the middle left, then swing back, over the long dash panel to another panel on the middle right of the road just before the tunnel entrance.

TACTICS FOR LAPS 2 & 3

Stay in the moonlight and perfect your steering, and aim for lap times of around **39–42 seconds** (or under).

Watch for an oncoming truck near Waypoints 1 and 2 on lap 2. Stay to the right, near the stone embankment, until you pass it.

For laps 2 and 3, learn when the vehicles appear, and adjust your trajectory slightly. If you're fast enough, you can hit the dash panels in the same order. The dark corners in the wooded area before the bridge are the trickiest!

Ghost of a Chance

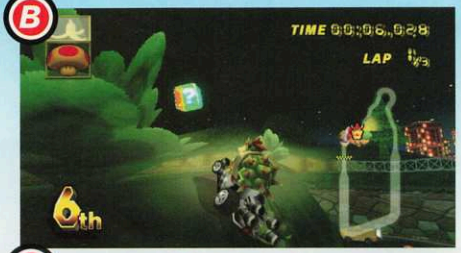
Waluigi and Flame Runner

Waluigi got a win with an insanely quick time thanks to lightning reactions and never hitting any incoming vehicles. Make sure you strike every dash panel, too!

Time to Beat: 01:55:792

Combat Tactics

The initial corner marks the start of your precision Shelling. Fire items at foes so they are stopped in front of a vehicle and are struck by a truck or car (or even better, a Bob-omb Car!).

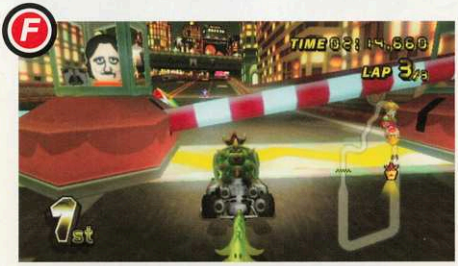


Don't forget the Item Boxes on the embankment to the left (at the first corner). Drive or boost atop the embankment and fly through a lone Item Box; this is the first of two secret areas in this section. This is a good spot to wait, then drive down and ambush a rival if you're far enough in the lead. Both this and the embankment on the other side of the road have tire tracks showing where to climb. The right embankment (picture C) leads to a dash panel ramp and a cluster of Item Boxes in the sky. If you don't want to take the chance of overshooting from the upper ramp, avoid the road by driving and staying on the embankment to the right. There are Item Boxes. Access a fourth one that hovers over the bushes by driving up from the roadside verge.

Caution

Make sure you drift severely to the right after landing from the dash panel ramp, because you can fly off the unfenced outside of the corner. You may even need to brake!

Once you figure out your preferred way to traverse the initial corners, try staying in the middle of the road, so you can swerve to either side if you need to. On the bridge, try grabbing one of four Item Boxes. As usual, this is a great place to shunt or bash a foe off the edge!



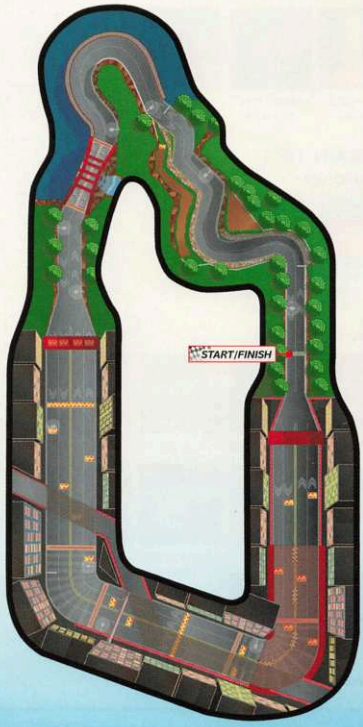
Once through the toll booths, ricochet Shells become much more useful, because the fences allow you to aim and fire if your trajectory is true. The only problems are the vehicles that can impede your Shell's progress. If you have no Shells, use Bananas, especially at the toll booths!

Your best bet during the journey through town is to hit as many of the dash panels as you can, and follow the moving Item Boxes, learning where they are (they stay on the same side of the road). Place a Banana on a dash panel to help stop an incoming foe!

Fake Item Boxes are easy to distinguish from the real ones here because the real Item Boxes constantly move, so save them for the previous areas. Instead, try placing obstacles around the corners or behind toll booths. Or try waiting behind one of the tunnel pillars for a foe to pass, then give chase and blast them with an item you grabbed!

Mirror Mode

As long as you stay in the middle of the road and out of oncoming traffic until you learn the mirrored turns, this track's tactics are almost identical in Mirror mode.



Bowser's Castle

Special Cup

Bowser's Castle offers more places to fall into lava than any other course. Learn the ins and outs before you try to learn the racing line. From the initial dipped bridge to the winding corridors filled with Thwomps, look for an upcoming corner in advance of drifting around it. Also watch for a giant Mecha Bowser in the lava hall; it belches a fireball that's dangerous to everyone! Finally, be sure you bounce through the base of the lava plumes on your way to the finish; there's always time for a trick or two!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

THWOMP (Stopped, spun or squashed if struck)

GIANT FIRE CANNONBALL (Stopped or spun if struck)

MECHA BOWSER (Belches fire cannonball)

PODOBOO COG (Spun if struck)

LAVA PLUME (Spun if struck)

GNARLY TREE (Stopped if struck)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

Quick:

DIRT TRACK

WOODEN BRIDGE

STONE TRACK

RED CARPET

STONE STEPS

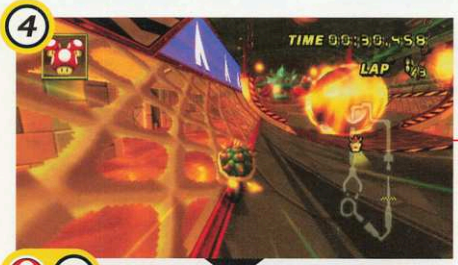
TILE TRACK

CURVED STONE TRACK

CURVED MESH TRACK

CURVED CARPET TRACK

LAVA MUD



Land on the curved track of the lava hall, pass through the wide dash panels, and then head up the side of the course, using the left (or right) vertical dash panels. Make a trick, then land and drive to the side of the small ramp near the mud. Use your Mushroom (picture 5) to boost through the mud (using the ramp is slower). Then adjust your trajectory left as you reach Mecha Bowser, and wheelie along the red carpet of the left fork.

Boost and do a trick over the gap in the road, and continue at speed until you reach the long curve to the right. At this point, move to the very edge of the inside of the turn, to the right of the lava plumes!

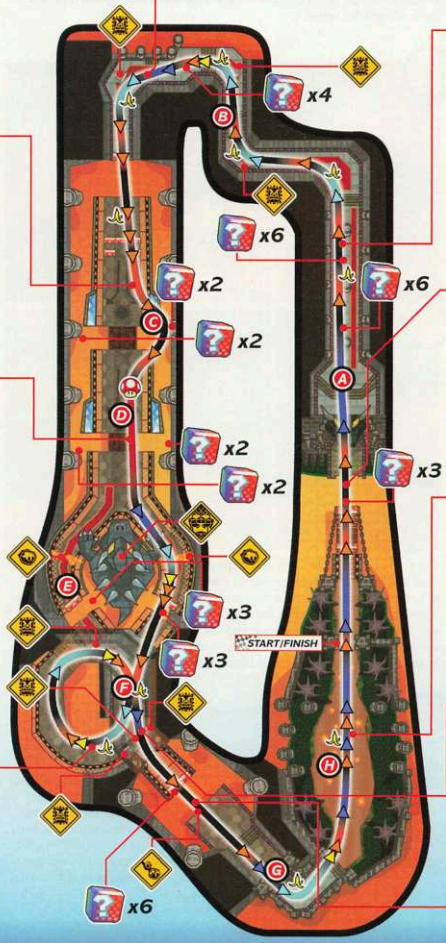
Speed Tactics

You need to take some truly frightening risks to get a crazy time on this course. Be sure you have complete mastery over the Flame Runner before you try beating our record!

3 Drift to the right of this Thwomp, then drift just after you descend the stairs, turning the sharp left corner, and mini-turboing as you reach the middle landing. Adjust your trajectory so you can wheelie down the last steps, keeping very close to the left inside edge. Execute a trick as you reach the lava hall dash panel.

2 Land, and then steer slightly left, keeping your wheelie going and trying to get two tricks off the undulating track section; it's difficult, but possible! Then drift down the steps, mini-turboing diagonally across to the right of the first Thwomp.

1 The start is straightforward enough. After a turbo start, immediately wheelie, and keep straight, into the dipped bridge and off the dash panel, executing a trick as you go.



9 Continue the drift to the base of the steps, and then straighten out on the dirt track, riding over the left edges of two lava plumes. Use the bulging ground to perform a trick over each one, which gives you a much-needed boost over the finishing line.

7 Now drift, passing to the right of the Thwomp. Mini-turbo as you reach the second set of steps, keep just to the left of the middle Thwomp as you pass under all three of them, and mini-turbo just before you reach these Thwomps.

8 Drift and mini-turbo if you can, but don't worry if you don't. Just use the dash panel ramp, and stay slightly right of center to avoid the Podoboo fireballs. Perform a trick, wheelie down the steps, and then drift at the sharp left corner.

TACTICS FOR LAPS 2 & 3

If you can prove your mettle in the molten lava, impress your rivals with a lap time of around **54–57 seconds** (or under).

Although the three Thwomps by Waypoint 8 and lava plumes at Waypoint 9 change constantly throughout the laps, if your lap times are quick enough, you can keep the exact racing line for the entire race.

Ghost of a Chance

Bowser and Flame Runner

Who else but the owner of this fiery hellhole could muster such a time? Well, try anyone on a Flame Runner, as soon as you manage to control those corners!

PRIMA GAMES

Time to Beat: 02:41:479

Combat Tactics

A The initial stretch—from the dirt track start (time a turbo on it) to the dipped bridge and the initial entrance with its undulating floor—is a key spot for jostling! Lay a Banana at the tip of the bridge, shunt a foe off the bridge and into the lava, or leave a Banana or Shell present on the steps after the moving floors.

B The weaving corridors before the lava hall are a great place to throw homing or ricocheting Shells. Leave a Banana near a Thwomp to make negotiating these areas even trickier. If you can shunt or spin a foe into a Thwomp and it flattens them, so much the better!

C

D The giant fiery cannonball that Mecha Bowser spits out every few seconds is the most dangerous area of this course, so use the vertical dash panels, execute a trick, then land, boosting to the opposite dash panel to avoid the mud. Of course, leave immovable objects along the way to send your rivals into a furious tailspin! If you don't have Mushrooms, you can also use the small ramp in the middle of the curved track (picture D) if you time it between belches. Use the sides of the track to avoid the cannonball as soon as possible, though!

E The fork in the track leads to an identical gap and a dash panel into Item Boxes. Use it to quickly gain time and an appropriate object. Because there are two routes, you're less likely to successfully hit a foe with a left-behind item here, so save it for later!

Tip

Remember that you want the Banana skin away from the actual plumes, or this item disappears. Try placing it just after the plume area.

Also, remember that hitting a Thwomp can sometimes scatter items you were carrying. Grab a Mushroom if you see one, and avoid everything else!

Mirror Mode

Bowser's Castle is just as fearsome, and his lava pools just as molten, if the corners you're skidding around are flipped!

F

The long spiraling track out of Bowser's Castle itself starts with a dangerous turn around a fiery pit. Red Shells are a great tactic here. Or, simply shove a foe into the lava plumes or off the right edge. As soon as the sides of the track become solid, employ Shells up the staircase, and make sure you leave a present or two behind the three Thwomps to thwart your foes' progress!

G

As you launch over the dash panel ramp, be sure you miss the fire. When you land on the exit steps, try leaving an object at the landing spot to further flummox your foes!

H

The final lava plume track section is incredibly important if you don't use a Mushroom here. The tricks you can attempt off the edges of the bulging ground lead to an automatic boost, and this can mean a victory if you're direct and fast enough. This is also a nasty place to put a Banana skin!

Rainbow Road

Special Cup

Behold the trickiest road of all! This track skims across the stars. It's for true racers with no fear of falling, which you'll be doing a lot of because there's no fencing around many of the corners! Reach tremendous speeds along the massive straight sections, and take some alarmingly impressive shortcuts over the main gaps. As soon as you realize that drifting becomes an essential part of successfully negotiating this course without falling, you'll begin to master this course.

GP Difficulty ★★★★★

TT Difficulty ★★★★★

COURSE FOR CONCERN

SHEER DROP
(Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

Quick:

RAINBOW ROAD

PINK VERGE

7

As you land, take the right route and wheelie, then steer through the star circle dash panel. Immediately drift right, mini-turbo as you reach the second dash panel, and aim for the dash panel ramp beyond. You can cut in this right corner and make a tiny leap through space if you're adept enough.

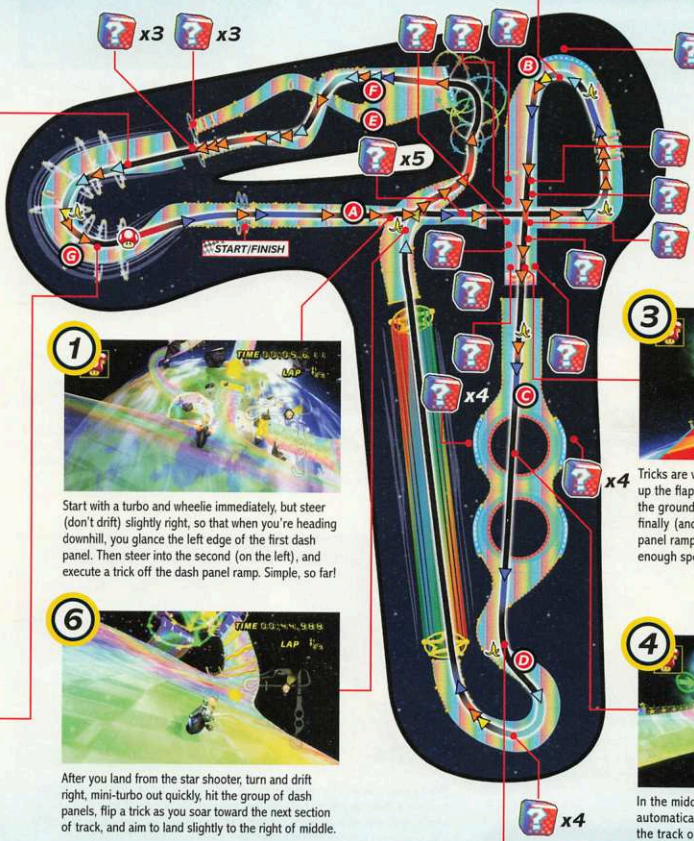
8

Land from the ramp, boost and wheelie for a split-second, then hit the dash panel on the left. Stay low and drift, ignoring the dash panel on the right side, and instead mini-turbo out of the corner, aiming for the final star circle dash panel. Immediately use a Mushroom, and wheelie toward the finishing line.

Speed Tactics

With a combination of insanely hardcore practicing, and a little bit of luck, you'll have a chance at beating our record time!

Drift left and mini-turbo out of the quick left turn, boost through the three panels, and then make a very sharp left turn to avoid hitting the vertical dash panels on the banked left turn. Drift and mini-turbo out toward the flapping section of track.



Start with a turbo and wheelie immediately, but steer (don't drift) slightly right, so that when you're heading downhill, you glance the left edge of the first dash panel. Then steer into the second (on the left), and execute a trick off the dash panel ramp. Simple, so far!

Tricks are vital to this next section. You must race up the flapping track, and when your vehicle leaves the ground, execute a trick, then another, and finally (and most importantly) a trick off the dash panel ramp at the end. If you don't, you won't have enough speed for the shortcut.

After you land from the star shooter, turn and drift right, mini-turbo out quickly, hit the group of dash panels, flip a trick as you soar toward the next section of track, and aim to land slightly to the right of middle.

In the middle of the course, drop from the ramp, automatically boosting toward the oval hole with the track on each side. Launch over the oval, performing a trick, and do the same over the second oval just afterward.

Landing from the second oval gap jump, steer right slightly, and stay on the inside at the banked left turn, optionally cutting the corner so fine that you make a short leap through space to rejoin the track. Frightening but possible! Then make a drifting right turn without falling into space; mini-turbo into the "star shooter."

Caution

Beware! This is extremely dangerous. Try it only if you gain enough speed from the dash panel ramp. You could use a Mushroom, but it's better to save it for later. You want the best time, don't you?!

TACTICS FOR LAPS 2 & 3

When you no longer fall off corners, and your fear has been overcome, your laps times should improve to around **54-57 seconds** (or under).

As there are no beasts or other obstacles to worry about, you only need concern yourself with getting a trick off the flapping dash panel ramp at Waypoint 3. This allows maximum speed for the double oval shortcut, without using Mushrooms.

Ghost of a Chance

Rosalina and Flame Runner

Weeks of practice went into this time. If you can't make the trick jumps over the two oval spaces, use a Mushroom instead. Consider yourself a *Mario Kart* master if you beat this time!

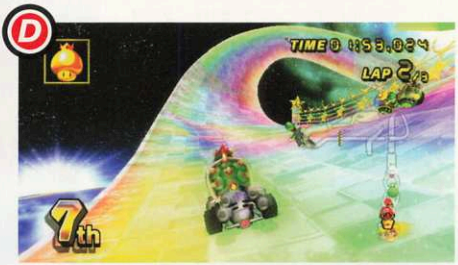
Time to Beat: 02:37:566

Combat Tactics

The long stretch of downhill road from the start is a fantastic place to draft, then ram into a foe and send them into space! Get in front of a rival and leave an item behind you, or expertly aim a Green Shell. Otherwise, concentrate on the Speed Tactics racing line.

Take the vertical dash panel when you see it. The flapping track has Item Boxes scattered about, but it isn't certain you can grab one. Also, you can use the air time to let foes past, so you can keep them in your sights and fire at them.

If you don't use the Speed Tactics shortcut here, you can cut across the right side of the track, or weave left and right, hitting both sets of vertical dash panels with the Item Boxes above. Surrounding yourself with Shells is a fantastic plan, as you can then ram foes off into space while you sneak into the lead!



The left-right banked turns at the end of the figure-eight section is a great place to leave a stationary item, because the corner is tough even if your rivals know how to drift around it. A Banana in that path is a must! Just make sure foes slide into space, not into the star shooter!

Tip

Use two simple tactics during Grand Prix races: stay *on the track*, and launch items at rivals so they stay *off the track*. Simple in theory, but not in practice!

After the next vertical dash panel, you have a choice of two paths. The left one has a trickier lower section and is slightly slower than the right path (picture F). Because this area is split up, fewer enemies are here, so there's less chance that an item will stop a foe. Save your Bananas and fake Item Boxes for better areas!

Save your Mushrooms for this final section and finishing line straight. Or, if you have an object, place it near the slight right turn before the finishing line to halt a foe in mid-drift!

Mirror Mode

Just when you thought you'd mastered Rainbow Road, here comes its evil twin! Flip all the corners, and stay stuck to the course as much as you can!

GCN Peach Beach

Shell Cup

There may not be a hidden green pipe any more, but this *Double Dash* track is deceptively simple. After a roar down a cobblestone straight, there's a long curve onto the beach (or a dash panel ramp off a concrete pier), and a choice of paths via an island ramp or a beach where Cataquacks roam. Remember that the tide comes in on the second lap! Once you're through the pink arch, there's a second smaller beach before a final sharp corner, and race to the finish!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

DEEP WATER (Time lost if you sink)

CATAQUACK (Stopped and flipped upward if struck)

DELFINO PALM TREE (Stopped if struck)

DELFINO FOUNTAIN (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

COBBLESTONE TRACK

COBBLESTONE VERGE

WET SAND

PIER CONCRETE

DRY SAND

GRASS VERGE

BEACH PEBBLE PATH

FLAGSTONE PATH

Slow (Off-Road):

GRASS

SHALLOW WATER

Stay on the very edge of the cobblestone verge, and when it runs out, mini-turbo across the grass verge. Make a wheelie, and get across the sand to the right of the first Cataquack. When you're almost passing the red Cataquack, drift left slightly.

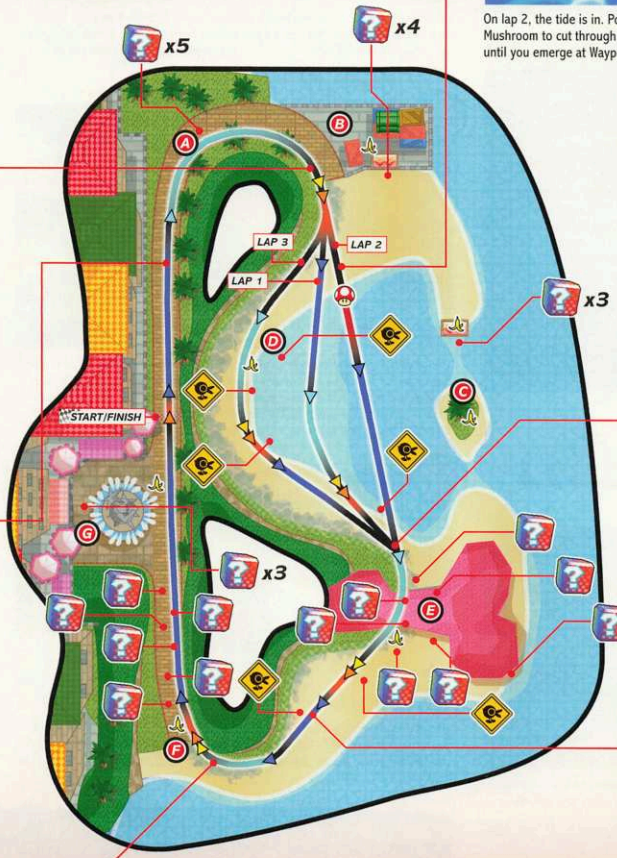
Start with the obligatory turbo, flip a wheelie, and continue straight down the cobblestone track until you're nearing the fourth Delfino palm tree on your right. Then begin a long drift right.

Drift right, around the corner to the start of the cobblestones, making sure you're right next to the grass verge, then mini-turbo up and wheelie as you go. Keep this up through the finishing line, and start lap 2. If you didn't use up your Mushrooms by the third lap, use them here.

Speed Tactics

Remember that your racing line is slightly different on each consecutive lap, thanks to the tide coming in and out. Otherwise, you're cutting the quickest path possible through those Cataquacks!

On lap 2, the tide is in. Point your bike directly into the shallow water and use a Mushroom to cut through the water, making a wheelie and continuing this tactic until you emerge at Waypoint 3.



Note

You may need all three Mushrooms to cover the entire half-submerged beach on lap 2.

Line yourself up with the beach pebble path under the pink rock arch, and mini-turbo just to the right of the last green Cataquack before the rock arch. Drift right as you zip under the arch, staying on the edge of the grass verge.

Cut across the pebble path and mini-turbo, just missing the purple Cataquack. Cut across the dry sand, flipping a wheelie just as the tide encroaches on your left side. Pass to the left of the last Cataquack.

TACTICS FOR LAPS 2 & 3

After you can easily dodge the Cataquacks and learn the motion of the ocean, your lap times should be around **26–28 seconds** (or under).

As previously described, in lap 2, use a Mushroom and boost through the shallow water of the first bay.

In lap 2, drift around the left side of the purple Cataquack, and wheelie to the right of the last red one, at Waypoint 4.

In lap 3, wheelie and keep right of the first Cataquack at Waypoint 2, then follow the tide as it goes out.

In lap 3, drift around the right side of the purple Cataquack, and wheelie to the right of the last red one, at Waypoint 4.

Ghost of a Chance

Funky Kong and Spear

The Spear's excellent top speed allows you to jet across this course in record time, as long as you don't hit the shallow water (or use a Mushroom to lessen this bike's problematic Off-Road antics). If you're hitting the water, try timing your Mushrooms better, or use the Flame Runner.

Time to Beat: 01:17:464

Combat Tactics

A

The initial cobblestone area is the best place to fire off Shells of all descriptions. Grab from five Item Boxes in the area just before the beach. The item you take from here can set you up for the wide beach areas to come.

B

Don't feel you have to use the beach. A concrete pier to the left near the cruise ship has its own hidden dash panel with an Item Box at the top! This area is great for hiding, then scooting out to fire on a foe. Steer right as you make the ramp jump or you may hit the deep water!

C

The small island where the tide sometimes prohibits traveling on the sand is a perfect route to take if you want to slow down, get behind a foe, and then rampage through your rivals with a Star or some well-thrown Shells. The dash panel ramp allows you to pick up speed for the pink arch. Or, you can wait by the palm tree, then blast foes flying over your head, or coming in from the beach.

D

Whaagh! Wario's not got a win! The beach area is dotted with Cataquacks, and if you drive near them while they're looking your way, they waddle quickly toward you and flip you in the air! Either give them a wide berth, or shunt a rival into their beaks and cackle with joy!

Tip

If you use a Mushroom Lightning Bolt, a Star, or a Shell (usually hitting the Cataquack), you can immobilize a Cataquack for a few seconds as it gets knocked on its back. Use this plan if you need to make a colossal, last-minute shortcut.

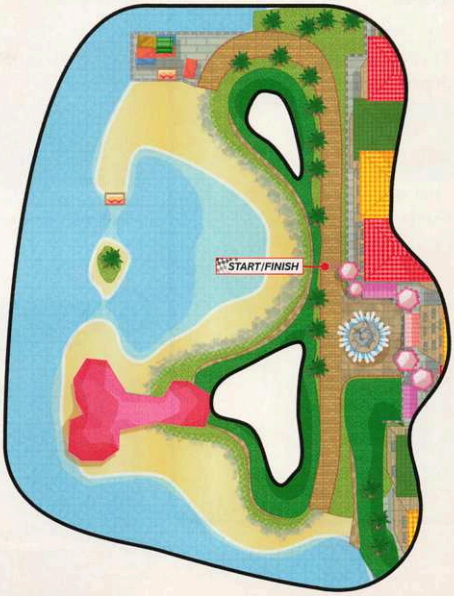
Scooting under the pink arch is easy enough, and it gives you enough time to spot a foe ahead of you and shoot a Red Shell at them. Or, place a fake Item Box here; it's the best place for one, because real Item Boxes are scattered around, too!

The final corner is another key element to your victory. Keep the racing line, and stay in the middle. Let the moving Item Boxes break on your vehicle instead of aiming for them. Smash as many of these as you can to deny items to your foes!

The long straight to the finish is the only recommended spot to fire off Green Shells for ricocheting, but you could also detour around the fountain's left side to grab an item or two. If you're far enough ahead, you can stop here, wait for a foe, and blast them with an item as they pass; just don't do this on the final lap, or you'll lose!

Mirror Mode

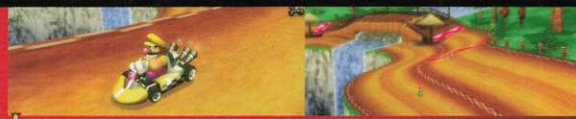
The beach is still filled with Cataquacks, and the tide laps in and out. The only difference is that all left and right turns are flipped.



DS Yoshi Falls

Shell Cup

This roughly oval track is oftentimes precarious, with no real railings to prevent a fall into the lake to your right, but otherwise, the track is wide. Cunning shortcuts allow a three-lap Time Trial to take just over a minute. After a short dalliance with a slippery waterfall, there's a long wooden bridge to rumble across, followed by dash panels and a curved 180-degree corner with more water, and a final curve to the finish.



GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

STRAW AND WOOD PARASOL (Stopped or slowed if struck)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super-Quick:

DASH PANEL

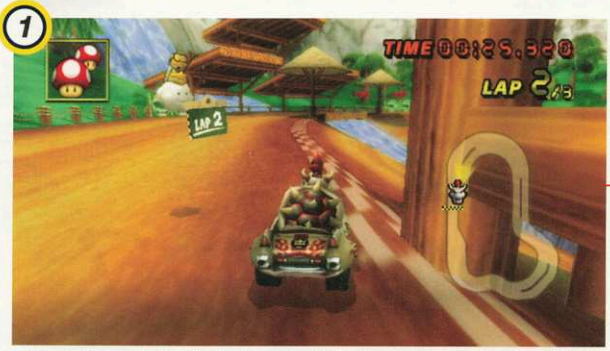
Quick:

DIRT TRACK

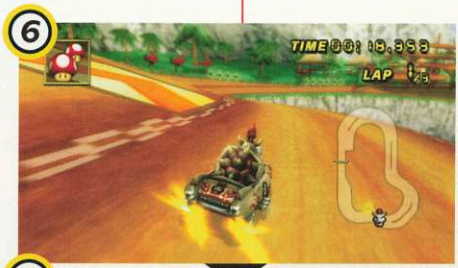
MIDDLE AND OUTER EDGE (Checkered)

Medium:

WATER



Turbo boost off the starting line with authority, and steer (don't drift) to the right, just missing the end of the wooden stands, and drive onto the sloping banked turn.

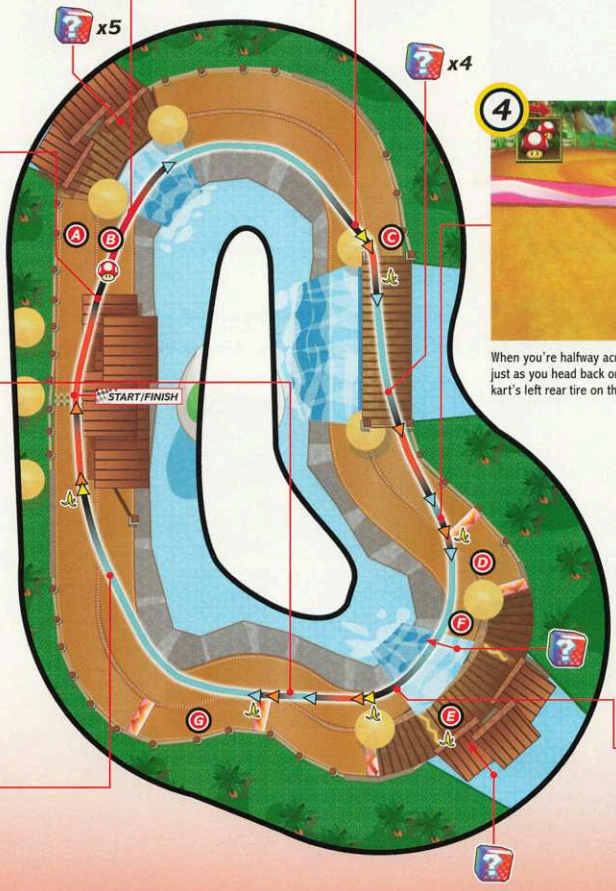


As you boost, adjust your drift and skid right, catching the far right corner of the dash panel with your rear left tire. Ignore the second dash panel, and instead continue the drift, cutting inside the slightly banked turn. Continue this drift until you can make it a double mini-turbo, sliding up onto the flat ground and toward the finishing line.

Speed Tactics

Although bikes are great on a variety of courses, this old-school track benefits karts, because you can easily double mini-turbo from the inner edges, cutting your time down massively.

Immediately use your Mushroom, and zoom into the waterfall area, keeping as close to the right edge as you can without falling off. Drift as you emerge from the water, keeping close to the edge, then drift and double drift up to the wooden bridge (picture 3) and double mini-turbo at the start of it.



When you're halfway across the bridge, drift left, so you mini-turbo and turn right just as you head back onto the dirt track. Start a long right drift, catching your kart's left rear tire on the near right corner of the big dash panel.

This sets you up for a drift around the next long curved corner. Make sure you're traveling around the waterfall area, as close to the drop on the right as you can. Continue the double drift, and double mini-turbo out the other side.

TACTICS FOR LAPS 2 & 3

Once you've overcome your fear of falling into the lake, your lap times can be in the region of **21–24 seconds** (or under).

The tactics remain delightfully simple; there are no changes whatsoever to the racing line on subsequent laps!

Ghost of a Chance

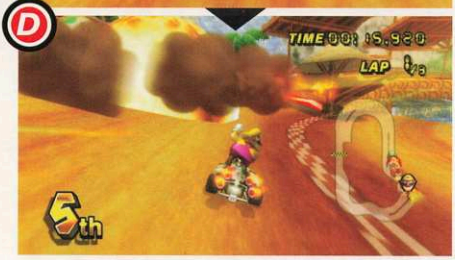
Dry Bowser and Flame Flyer

The skeletal King Koopa rampaged through Yoshi's Island in a vehicle that takes some time to get up to speed, but if you keep your drifts going, it becomes unstoppable!

Time to Beat: 01:04:059

Combat Tactics

This course is all about choosing between the risky (but quicker) racing line around the inside of the course (see picture B), or staying on the outer ring of the track, and picking up items (picture A). A better plan is to mix these routes up throughout games where you're battling with rivals. At the first long curve, stay on the bridge and snag an Item Box.



As you progress around the track, it becomes clear that the lack of winding corners make Bob-ombs a great way to strike at those in front of you (picture D). But prior to this, you must jostle for position on the wooden bridge, because the waterfall to the right is a little too long to traverse safely. Up here, everyone is likely to be drafting and using wheelies to gain speed, so prepare yourself:

Use wheelies and drafting.

Check quickly behind you for rivals using you to draft, and drop an item.

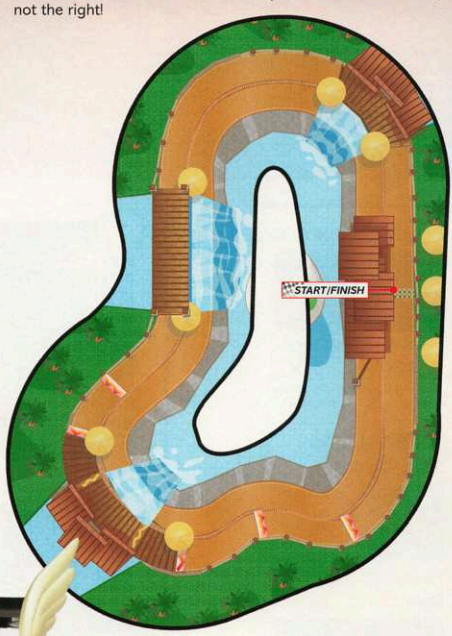
Have quick reactions in case someone in front of you drops an item.

In the track's south-eastern area, the road splits and allows you a safer, outer option over a dash panel bridge, or you can cut inside and grab Item Boxes floating down the waterfall (picture F). Beware of becoming preoccupied with changing direction in order to snag a floating Item Box; it's better to drift through and make slight movements to snag a prize. Optimally, use a Mushroom here, jet through the water, and claim an item you can use around the last part of the course.

Homing Shells are a lot more lethal on this track, as there are few places to hide, so keep a Green Shell (or Bananas) handy to drop behind you and ward them off. Spend the last section of course aiming for each of the dash panels. Drift to increase your speed even more, and target foes in front and behind.

Mirror Mode

To see Yoshi's Egg in all its magnificent, mirrored glory, unlock Mirror mode, and make sure most of your turns are to the left, not the right!



SNES Ghost Valley 2

Shell Cup

Bikers beware; the spooky-but-flat ghost valley is no place for wheelies and single drifting! Instead, use karts to scream around the series of winding corners, and worry about falling only if you knock the block fencing away from you. A true classic course, SNES Ghost Valley 2 features a clever shortcut that shaves seconds off a lap time, and some nasty missing sections of track, too! Don't forget the dash panel on the final straight!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

SHEER DROP (Time lost if you fall)

BLOCK FENCING (Time lost if you scrape, some fence blocks fall, leaving a sheer drop)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

WOODEN PLANK TRACK

MINI-RAMP

Medium:

YELLOW MINI-RAMP

1

Turbo off the starting line, and immediately drift right, as you reach the block wall on your right. Keep the drift up as you skid around the entire 180-degree corner. Make sure you cut in as close to the block wall as possible.

6

A second later, execute a double mini-turbo, steer slightly left to line yourself up, and start a drift around the diagonal section toward the final corner. Continue the drift over the dash panel, but drift around the yellow ramp. Then execute a mini-turbo and turn left slightly, passing over the finishing line and starting the next lap.

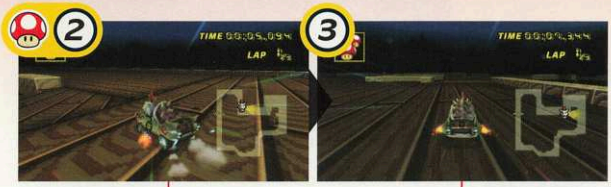
7

Tip

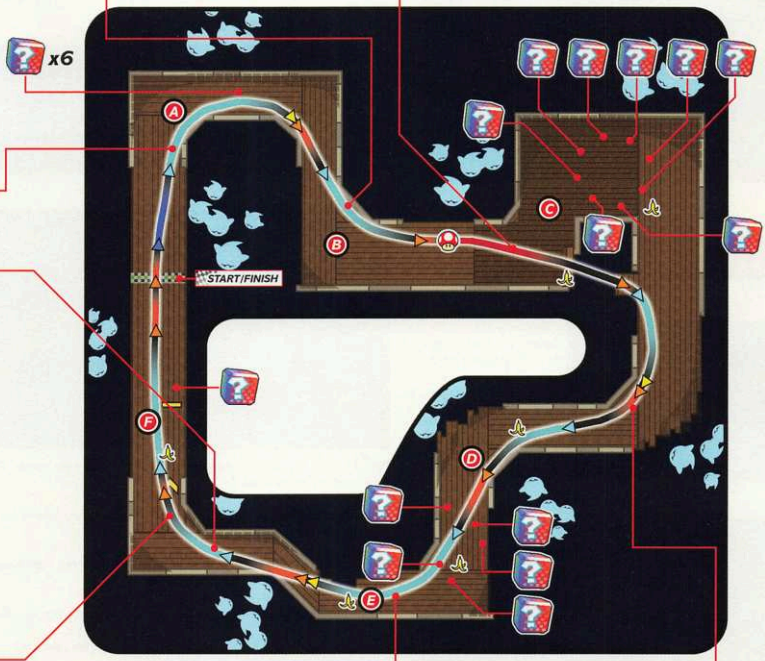
Although you used to be able to use a Mushroom just before the yellow mini-ramp and fly through the air to land across on the opposite side of the track near Waypoint 2, this old-school trick isn't available any more. Curses!

Speed Tactics

If you dare enter the Ghost Valley, be sure you drift around each corner with extreme speed and skill, and use the shortcut jump on every lap!



Execute a double mini-turbo as you come out of the corner, and then quickly turn and drift left. Skid around the inside left corner of the next turn, and then quickly use the Mushroom on the long straight. At the end of the straight is a left corner, followed by a circular turn right. Ignore this area, and instead drift right, keeping your speed up as you launch over the tiny wooden ramp, and clear the gap to the continuation of the track, cutting the two corners out!



Immediately drift left, and skid around the inside of the next left corner, and turn right and drift at once. Cut in, almost dropping off the inside of the turn, and drift past the gap on the right side of the track, as close to it as you can get without falling off.

For the best time possible, execute a trick as you sail through the air in the shortcut. When you land, you should still be drifting right, and you can keep the drift going around the next right turn. Double mini-turbo out of this corner.

TACTICS FOR LAPS 2 & 3

Here's one for the record books; if you can master this Boo-filled course, try for a lap time of **18–20 seconds** (or under).

The tactics remain frighteningly simple; there are no changes whatsoever to the racing line on subsequent laps!

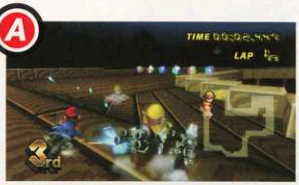
Ghost of a Chance

Dry Bowser and Flame Flyer

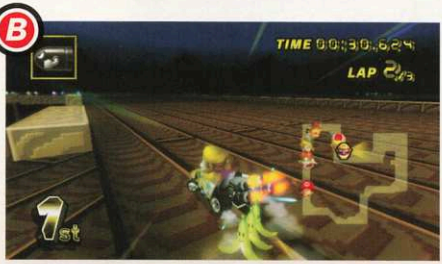
Another course where the bony king of the Dry Bones' performs at a record-setting pace! Can you coax King Boo around the same track for a better time? This one's going to be tricky to beat!

Time to Beat: 00:55:856

Combat Tactics



This race favors karters, and the bigger heavyweights over other characters, so choose wisely before you begin a race. Use the initial straight to jostle for a good drifting line into the six Item Boxes around the first turn.



Skid around to the long straight where the shortcut across the tiny ramp is visible (and detailed in the Speed Tactics previously). Naturally, a Mushroom is useful, so consider saving it for this shortcut. Otherwise, be sure to aim Shells at foes attempting the shortcut. And perhaps lay a Banana around this corner, spinning foes as they head out into this straight.

If you're being chased, the shortcut can be an unwise plan, as the main course itself offers scattered Item Boxes that can grant you just the projectile you need to bag your foe! This corner is also great for leaving a fake Item Box lying around in among the real ones!

Tip

Are your so-called "professional" rivals always using the shortcut? Then stop them in their tracks by placing a Banana on the other side of the jump!

Here are some more plans to consider as you weave around this course. Do these here, or at any time you see fit:

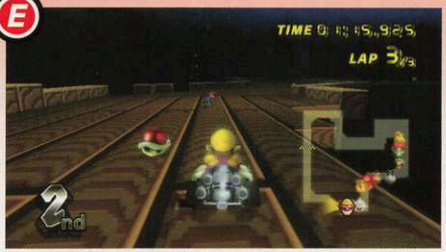
Put down an obstacle, such as a Banana, on the inside of each corner, but make sure your rival spins into the inky darkness, too!

Green Shells aren't that useful to use as ricochets on the areas of track where the block walls fall away; try them on straights.

Groups (not lines) of Item Boxes are the best place to plant a fake Item Box.

If everyone misses your Banana, place another one near the same spot on the next lap, making it even more difficult to avoid!

E



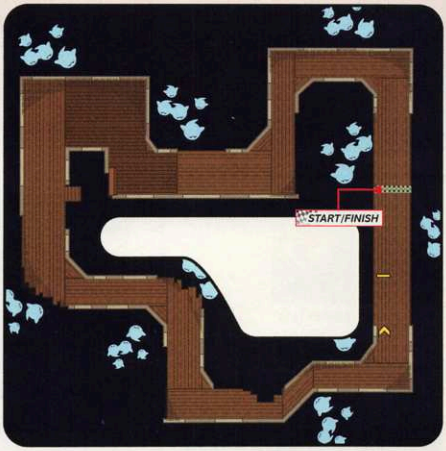
Get rivals to not only crash, but also tumble off the track. The gap where the track is falling away, on the right side near the final corner, is a good spot to leave multiple items.

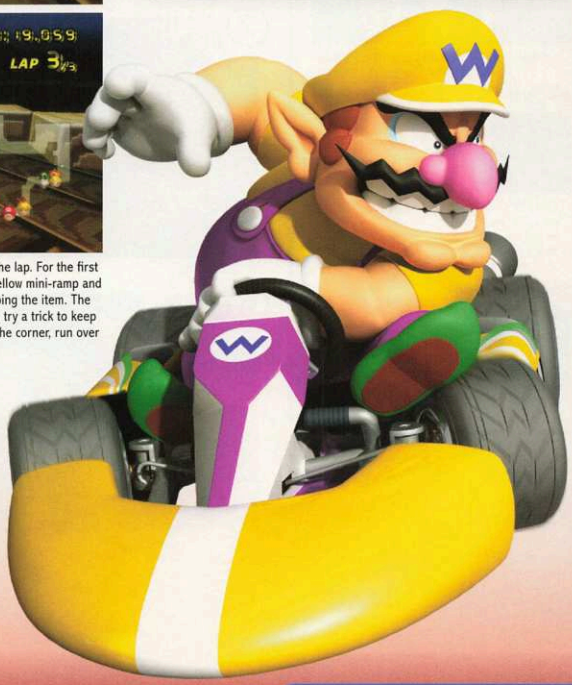
F

For the last section of track, your plan changes depending on the lap. For the first two laps, hit the dash panel if you wish, but steer around the yellow mini-ramp and claim the Item. Or, ignore the dash panel, and steer right, grabbing the item. The mini-ramp is simply there to slow you down, but if you do hit it, try a trick to keep your speed up. On the last lap (picture 2), simply drift around the corner, run over the dash panel, and boost straight to victory!

Mirror Mode

Do you want all the frightening thrills of Ghost Valley, but with a multitude of left turns instead? Then try Mirror mode! All other tactics are eerily familiar!





N64 Mario's Raceway

Shell Cup

Race for the Shell Cup with a final three laps on an old favorite: Mario's Raceway. This track winds around a brick wall, then a large humped hill. The road is wide enough to dodge enemies, but narrow enough to tackle foes, too. After you skid around "Mushroom Corner," the road narrows, and you can use a ramp in the grass. Then comes a large right corner with sand on the left to slow you down, and a final race through a giant pipe to the finish.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

STRIPED TREE (Slowed if struck)

PIRANHA PLANT (Stopped and spun if struck)

TERRAIN TIPS

Quick:

TARMAC

CHECKERED RAMP

GRASS VERGE

Medium:

GIANT PIPE (Speed depends on how high around the pipe you are)

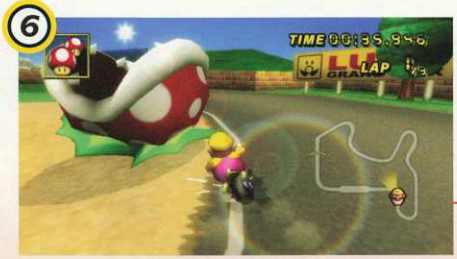
Slow (Off-road):

GRASS

SAND

Make a turbo off the starting grid, and wheelie immediately. Stay in the middle of the track, before drifting around the first right corner, as close to the grass verge as possible. Then straighten up right next to the grass verge, mini-turboing into a wheelie.

Make sure your drift ends in a mini-turbo, and then launch into multiple wheelies as you race through the giant pipe. About a second after you emerge from the pipe, cut in close to the inside right corner with another drift, and wheelie to the finish.



Turn early, drifting around the sand corner so you're almost touching the grass verge on the inside right corner. Mini-turbo just before you drift again, and skid around past the Piranha Plant, cutting in close to the sandy left side.

Speed Tactics

Where else would you use a Mushroom to claim an awe-inspiring Ghost time, but at Mushroom Corner? Ignore the regular shortcuts in this track (shown in the combat section) in favor of this quicker racing line:

Note

Although you'd think a kart would rule the best times for this course, the long straights allow for constant wheelies, so a bike completes a lap faster.

2 Drift quickly right around the next bend, mini-turbo out, and wheelie for a second before drifting left, hugging the long left curve. Halfway around this curve, mini-turbo and wheelie on the small straight section. Then drift and mini-turbo toward Mushroom Corner.

3 This next turn is the key to a quick victory. Keep to the left part of the straight section, and just as you mini-turbo from the previous corner, drift right, launching a Mushroom turbo at the same time. The trick is to pass between the Piranha Plants as close to the right plant as possible.

4 Coming out of the turn is just as important. Get back on the tarmac, in the middle of the roadway, so you can immediately drift left around the slight left turn, keeping inside near the Piranha Plant.

5 Keep the drift up until you can mini-turbo, then boost past the next Piranha Plant (you don't need to drift around this slight right curve). Then keep to the right side of the straight, making sure you wheelie all the way to the sand corner.

TACTICS FOR LAPS 2 & 3

To claim a record as shockingly quick as the one to beat, your lap times need to be **36–38 seconds** (or under).

Attempt laps 2 and 3 of this Time Trial using **precisely the same racing line** as the first lap.

Ghost of a Chance

Wario and Flame Runner

Wario comes to challenge the Italian plumber on his own turf and uses the best bike in the business! Can you do better? Or beat this time in a kart?

Time to Beat: 01:47:715

Combat Tactics

A

After jostling for position, drafting, and avoiding any nasty objects thrown in front of you, try to grab one of the five items from the boxes on this short straight. The next couple of corners might require offensive techniques!

B

The long left curve is a good spot for a nasty surprise or two; leave a Banana close to the racing line so foes have to slow down and lose the racing line speed. Unless you have an item you want to keep, lose it, because another line of Item Boxes is coming up.

Tip

You can also traverse the large hill to your left, as long as you have multiple Mushrooms, the Star, or a Golden Mushroom. Simply cut in just before the long left curve, and head off-road, over the entire hill, and cut across the Speed Tactics shortcut by Mushroom Corner to save a whole load of time!

C

D

After you expertly skid around Mushroom Corner, or use the Mushroom and the Speed Tactics shortcut to power through, you have a choice of two routes. The first is to continue on the tarmac. Try placing a Banana on the tarmac where rivals come out from this shortcut to double your chances of spinning someone out. Then either jet to the Item Boxes near the Piranha Plant, or use a Mushroom and boost up the small checkered ramp. There's a single Item Box up here, plus a chance for a trick and a quick shortcut toward the sand corner. This rarely used tactic is useful if you have Mushrooms to spare.

E

The straight, just before the sandy corner, is a great place to shoot a Shell or two, because ricocheting Green Shells can pepper the final straights, and Red Shells have a great line of sight to reach their target. Keep a Shell or Banana handy to deflect such attacks.

F

G

Another great shortcut is when you approach the giant green pipe from the sand corner. Simply use multiple Mushrooms, or (as shown) the Star, and you can cut out the right-left corner, jetting all the way to the pipe itself—a great way to catch up to the leaders. Otherwise, keep your speed up, and head around the last set of corners and Item Boxes (picture G). The Piranha Plant just left of the boxes hides a part of the track until the last moment; so place a Banana or fake Item Box just before the green pipe straight begins.

Tip

Stars (and to a lesser extent, Mushrooms) are the key to winning this course. Don't use them to speed down tarmac (wheelies are good for that), but to head off road and cut many of grassy corners. Also, you can only drive through Piranha Plants if you're using a Star.

H

Here's where races are won or lost. The huge straight through the pipe offers multiple tactics to try:

Use multiple Mushrooms or a Star, drive onto the grass to the right, and skid in just before the finish.

If enemies are lobbing Shells around, use the relatively wide tarmac or the inside curve of the pipe to dodge the obstacles.

Drafting is a good idea as long as your rival doesn't drop an item. Check before drafting, then boost through them.

Similarly, check behind you to see if any rivals are drafting you. Then drop a Banana or Shell to really annoy them!

If you're in the lead, keep a Shell or Banana to drop behind you if a foe fires a Red Shell at you.

You can use a single Mushroom to cut through the final right corner; just be sure you miss the Piranha Plant.

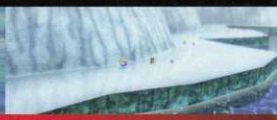
Mirror Mode

Mario's Raceway offers just as many off-road shortcuts in the mirrored version of this track. Relearn the tactics previously shown.

N64 Sherbet Land

Banana Cup

Although that Giant Penguin looks like trouble, he's on an ice flow away from the course, enabling you to concentrate on not hitting his tiny Penguin friends. The track is slipperier than normal, and beware of a few jagged corners where a dip in the cold water turns you into an ice cube! After negotiating around a big rock (where a hidden ramp can provide a speed boost), you must skid around a cavern before you can give a cold shoulder to your foes!



GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

ICY WATER (Time lost if you sink)

LITTLE PENGUIN SLIDER (Slowed and spun if struck)

PENGUIN WADDLER (Slowed and spun if struck)

ICE CAVERN PILLAR (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

DASH PANEL RAMP

Quick:

ICE TRACK

CAVERN FLOOR

Finish the rest of the mini-turbo, then execute another drift while you're almost straight, and launch yourself with a Mushroom. Wheelie all the time as you go, passing the large rock formation on your right. A second later, stop the wheelie and nudge your steering to the right, slightly.

This nudge allows you to begin a very shallow drift to the left, which enables you to pass between the two Penguin Sliders at the mouth of the ice cavern, but it also allows a mini-turbo as you reach the Penguins. As you race down the cavern's tunnel entrance, make a quick right slide so you can quickly mini-turbo, then begin to drift right as the cavern opens up. Drift left, and as you pass the first pillar to your right, execute a mini-turbo.

A second later, drift left again, and mini-turbo between the second and third pillars to the right. All through this series of left drifts, stay as close to the left cavern wall as possible. Stay to the left of all the Penguin Waddlers, too! Make a final drift left, passing the last pillar, mini-turbo, and quickly swing out and drift right, getting as close to the right exit curve as possible. Wheelie as you emerge into the sunlight.

Steer right as you exit the cavern, making a quick and shallow drift and mini-turbo, close to the right ice wall, and zipping past the Penguin Sliders to your left. Wheelie, adjust your direction to the right slightly, wheelie again, then drift left, hop over the jagged inside corner, and mini-turbo, then constantly wheelie to the finishing line.

Speed Tactics

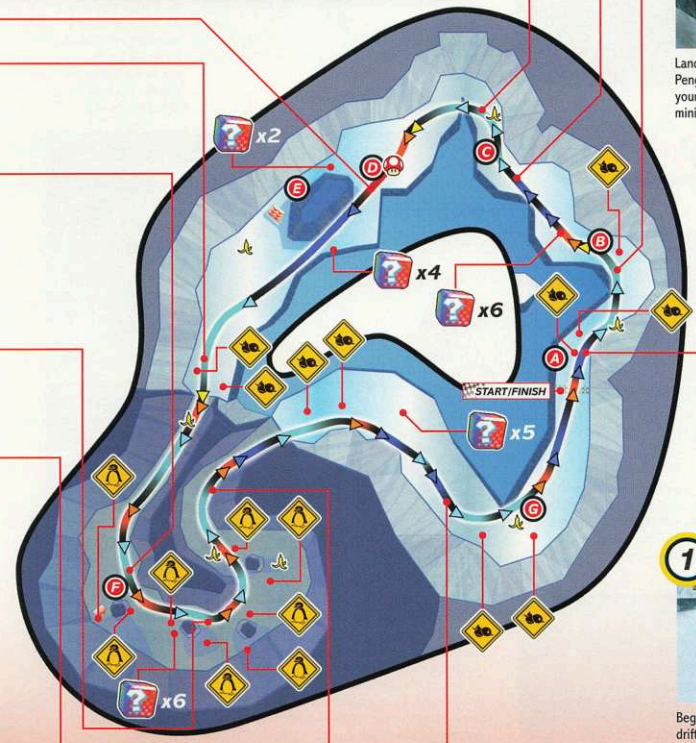
Although the course is slippery and requires some pinpoint drifting both on the ice flows and in the cavern, you can claim an exceptional time if you follow this route.

4

Hop right so that you can make a more severe left drift, then begin the drift itself. The trick here is to start a mini-turbo just before you reach the gap in the inside left corner of the ice flow. With a hop, you can clear quite an impressive gap.

Tip

Clearing these gaps is the key to shaving seconds off each lap. You need precision drifting and high speed to complete these maneuvers, as well as a lot of practice!



3

Make a wheelie, then jump another gap along the left side of the track, giving you a straight line all the way to the next severe left corner. As soon as you land from this second hop, wheelie again.

2

Land on the other side, to the left of the standing Penguin Slider. You should still be drifting, but keep your bike as straight as possible, and a second later, mini-turbo onward.

1

Begin with a turbo start as usual, but steer (don't drift) to the right slightly, jetting past the Penguin Slider near the right ice wall. Hop right to make a more pronounced left turn, then drift to the left, and execute a jump during your drift to hop over the edge of the jagged inside left corner.

TACTICS FOR LAPS 2 & 3

This is a tricky course, due to the leaps across icy gaps, and you should aim for lap times around **46–49 seconds** (or under).

Although the Penguins are in a slightly different position, your racing line maneuvers around most of them. The only two to worry about are the couple at the cavern entrance on lap 2; keep to the right of both of them during the drift, and providing you've kept to the racing line, you'll squeeze by.

Ghost of a Chance

Funky Kong and Flame Runner

As you might have guessed by now, the true expert racer prefers the severe cornering and wheelie abilities of the Flame Runner. Choose your own heavyweight rider, and get racing!

Time to Beat: 02:17:313

Combat Tactics

A

With an extra dose of slippery, this course can become fairly troublesome if you don't learn just when and where to make proper turns. The Speed Tactics are even more important than normal. Because you're racing with others, try slightly less outlandish leaps across the corners; instead, drift earlier than usual, and look ahead to judge when Penguin Sliders are skidding across the ice.

Tip

Penguin Sliders are tricky little blighters. Start your own game, stop on the track, and watch them to learn their back-and-forth movements. That way, you can tell when they're likely to slide, and make quicker and earlier turns to avoid them.

B

You don't reach your first line of Item Boxes for quite a while, so spend the time nudging foes off into the water. Aim at the outside or inside Item Boxes if you're behind the pack; these boxes are likely to still be available.

C

This northernmost corner is perhaps the course's trickiest, because there's a jagged area to the left to drift (and hop) over or around. This is also a great place (just before the corner) to leave a stationary item. Try placing it near the right ice wall so it is hidden behind the wall until you're almost on top of it.

D

E

The long straight before the ice cavern is where the majority of shelling should take place, as you have an excellent shot with Red Shells. Save Green Shells for the cavern itself, unless you're a crack shot. Choose from two different routes: The left side of the rock features more Item Boxes, items dropped by foes, and danger being struck from behind or foes dropping stuff in front of you. However, if you take the slightly longer route to the right (picture E), you can grab an Item Box and execute a trick off a dash panel ramp.

Tip

You can also lurk here, lying in wait for a foe to pass, and then give chase: ideally with a Red Shell!

Speed Tactics have shown that keeping to the far left, and drifting to the left of all the waddling Penguins, is the quickest way through this cavern. However, cunning rivals already know this and usually leave a Banana or two to really thwart your progress—you should, too! Mix up your racing line when racing with rivals, and take the right-side route, over the two dash panels, or weave to the left or right of the cavern columns as you go. The ice cavern is a great place for ricocheting Shells, too!

Although rivals with Shells are always a concern, the Penguin Sliders are a constant problem as you negotiate two long drifts around the final two left corners to the finishing line. Try keeping to the right, hugging the wall, and don't forget to place an obstacle or two at the narrow corner areas near these troublesome Penguins.

Mirror Mode

Take to the ice in Mirror mode, and expect the same trouble-some Penguins and slippery corners. The only difference? Your turns are all opposite!

GBA Shy Guy Beach

Banana Cup

This relatively tranquil beach, where only Sidesteppers are scuttling left and right, is about to be rocked by a barrage of cannonballs from a far-off Shy Guy Galleon! Your task is to negotiate the shallow waters, avoiding the scattered trees, parasols, and the incoming cannonball bombs, all the while cutting corners as close to the dangerous deep water as possible. Once you learn just how close you can cut some corners, you'll be amazed!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

DEEP WATER (Time lost if you sink)

SIDESTEPPER (Slowed or spun if struck)

SHY GUY GALLEON CANNONBALL (Spun in air if struck)

COCONUT TREE (Slowed if struck)

PARASOL (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL

Quick:

SAND TRACK

DRY SAND

Medium:

SHALLOW WATER

LIGHT GRASS

Slow (Off-road):

DARK GRASS

Stop the wheelie just in time to hop over the jutting edge of the deep water (if you're really cutting it fine), and drift around to the left, continuing around in a long drift. Completely ignore the track to your right, as well as the small sandy islands. Continue around the corner, and stay between the deep water on your left and the sand on your right. Execute a Mushroom turbo as you approach, and zip to the left of a pink dash panel ramp.

Drift left again, moving onto the sand right next to the water's edge, and look for the single coconut tree to position yourself. Boost past that, and drive across the water while executing a wheelie.

The finish line is on the horizon, so stay on the water's edge, moving to the left of the grass and sandy ground, continuing with your wheelie, then drift left as you reach the next coconut tree. Continue the drift into the water, and mini-turbo past the finishing line, staying to the left of it; the lap still counts!

Speed Tactics

Learn the layout of the course completely, so you know which corner provides the best shortcuts across the shallow water, and when to cut in to save precious seconds.

Mini-turbo from the drift, and wheelie while still in the shallow water, driving up and onto the left side of the grassy sand bank, and stay by the water's edge. Drift right around the corner, and then mini-turbo and wheelie into the shallow water again, just left of the sand.

Adjust your direction as you zip past the second tree and start a drift, cutting in on the left turn far to the left of the Side-steppers, and drift into the shallow water as you cut in on this corner, passing dangerously close to the deep water as you go.

Tip

Just like N64 Sherbet Land, you'd think that a kart could jet around the course in record time. This is true, but a bike can manage it at an even faster pace, thanks to that wheelie action!

Bring your bike to a wheelie immediately after executing a turbo start, and stay straight, whizzing to the right of the coconut tree. Then make two small steers to the left, heading around the right side of a second tree.

TACTICS FOR LAPS 2 & 3

Your shallow water wallowing and wheelies should result in lap times around **30–34 seconds** (or under).

As you complete your first lap, stay to the left of the two coconut trees at Waypoint 1, moving through the shallow water with a wheelie. Then follow the same racing line throughout the rest of the race.

You can optionally choose an earlier or later straight area to use your Mushroom, but across the water is the fastest plan.

Ghost of a Chance

Toadette and Magikruiser

This is a turn up for the books; especially this one! Toadette and her excellent bike choice have shown those heavyweights how to drive! You should try a lightweight character, too.

PRIMA GAMES

Time to Beat: 01:28:613

Combat Tactics

A

The first point to remember, aside from the sheer flatness of the course (which allows Shells to home in from a much greater distance) is that a Shy Guy Galleon is moored on the horizon, lobbing cannonballs onto the track. These act like Bob-ombs, so avoid them. Or knock a rival into the path of one!

B

You can easily jostle with other drivers because the track is wide open. You can avoid the first corner completely, if you follow the Speed Tactics racing line. Otherwise, remember to look ahead; scuttling Sidesteppers move left and right.

Tip

Sidesteppers are a problem. Try some of the following techniques when encountering them:

Give them a wide berth.

Watch where they are from a distance, judge where they will scuttle to when you near them, and head around them at the last moment.

Fire a Shell into them to knock them out of your way temporarily.

Use a Star.

Plant an item near a bunch of Sidesteppers to further delay your rivals.

C

A quarter of the track goes by before you reach your first set of items, and if you're taking the Speed Tactics racing line, you'll miss them. A better plan is to grab an Item Box, or cut across the grassy area on subsequent laps. The narrow path is a good place to aim a Shell or leave an item behind you.

D

The series of "stepping stone" islands have a number of Sidesteppers to maneuver around, but the real prize (assuming you aren't using a Mushroom and skidding around the racing line in the shallow water to the left) are the mini-islands, each containing an Item Box. This is a classic spot to leave a fake Item Box, as these are very difficult to spot!

Tip

Try to hit every single Item Box as you drive through this area, so no one except you grabs an item!

Mirror Mode

A trip around the beach, dodging fiery cannonballs, becomes a series of sliding right turns if you play this course in Mirror mode.

E

Become extra-devious at the two different dash panel ramps, and lay a Banana on the landing spot just after them! Remember that rivals know this plan too, so either fire a Shell to clear your path, or swerve around. If you're using the ramp, be sure to try a trick!

F

Although taking the shortcut by the water's edge to the left seems like a fine plan, attempt it only on the last lap. You're better off staying to the right and grabbing an item that can help on the upcoming long straight. Also try bumping a foe into one of the nearby parasols; this stops them for more than a second or two!

DS Delfino Square

Banana Cup

An excitingly twisty track set on Delfino Island begins with a long straight, followed by a series of tight passages through Delfino itself. There are two routes to try, and both lead to a bridge, and an optional (and difficult) shortcut onto a pier. You're better off saving a Mushroom for a second shortcut through a muddy alley. Either way, avoid a dunk in the ocean as you reach a constantly rising and falling drawbridge, followed by a final right turn to the finish.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

WATER (Time lost if you sink)

YELLOW TREE (Stopped if struck)

SMALL CRATE (Slowed if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL DRAWBRIDGE

Quick:

PAVED TRACK

COBBLESTONE STREET

STONE STEPS

WOODEN JETTY

Medium:

DIRT ROAD

Slow (Off-road):

MUD

GRASS

1

Begin with a turbo off the start, and an immediate wheelie as you head up the slight incline. Steer ever-so-slightly left, and begin a drift and sharp right turn at the circular base of the statue.

8

When you land, steer right quickly, then drift left, following the stone road, and mini-turbo up the slight hill. Make a final drift to the right, cutting the inside of the turn as close to the corner of the grass as you can. Then mini-turbo and wheelie to the finishing line.

7

Steer left, then drift right, back onto the stone track, and hold the drift until you can boost. Wheelie up the middle of the drawbridge, and execute a trick off the top.

Speed Tactics

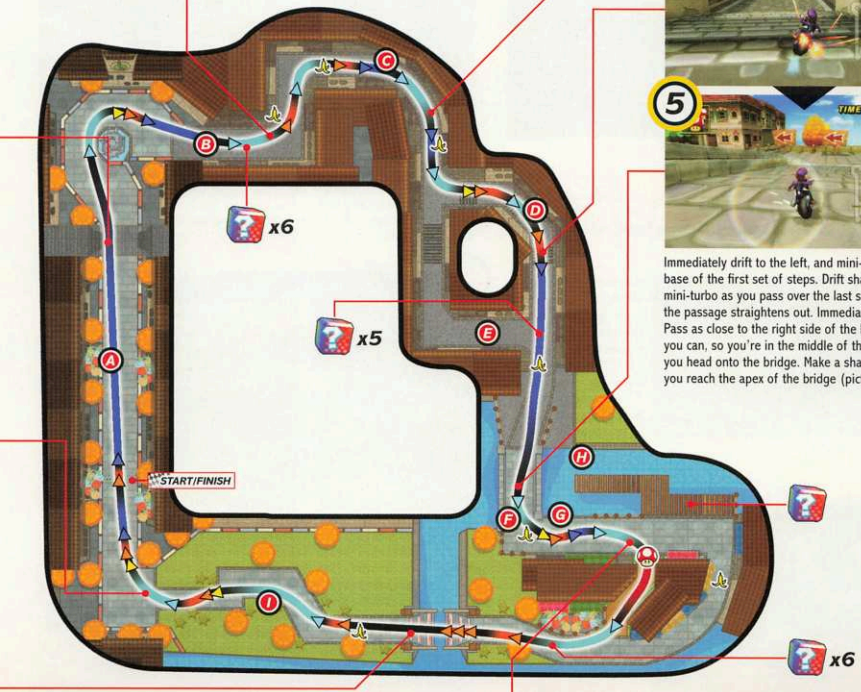
This course isn't quite as difficult as some, but it requires some precision drifting to avoid hitting any buildings, and expert maneuvering through the alley shortcut, complete with a Mushroom through that mud!

2 Drift out and immediately mini-turbo toward the passages. Make a quick drift left as soon as you pass the last "Yoshi Kart" sign on your left, cutting in around the inside left turn. Mini-turbo before the right turn.

3 Drift and skid around the right turn immediately, and mini-turbo before you reach the slope heading downward. Wheelie for a moment, drift right and mini-turbo as you reach the bottom of the slope, and wheelie for another split second.

4

5 Immediately drift to the left, and mini-turbo at the base of the first set of steps. Drift sharply right, and mini-turbo as you pass over the last set of steps, as the passage straightens out. Immediately wheelie. Pass as close to the right side of the buildings as you can, so you're in the middle of the course when you head onto the bridge. Make a sharp left drift as you reach the apex of the bridge (picture 5).



6 After an extremely sharp left turn, mini-turbo and wheelie for a split second, and steer to the left edge of the pier-side stone path. This gives you enough turning space to drift right, and boost through the middle of the muddy alley. As you reach the dirt road entrance to the alley, use a Mushroom.

TACTICS FOR LAPS 2 & 3

Make your tour of Delfino's narrow corridors count; aim for a lap time of about **45–49 seconds** (or under).

Even though the drawbridge is at a different angle for each lap, the entire racing line is exactly the same for all three laps.

Ghost of a Chance

Waluigi and Flame Runner

The combination of a beast of a bike that corners amazingly and a ruthless purple-suited nefarious prankster is a winning one! Try any heavyweight character to better this score.

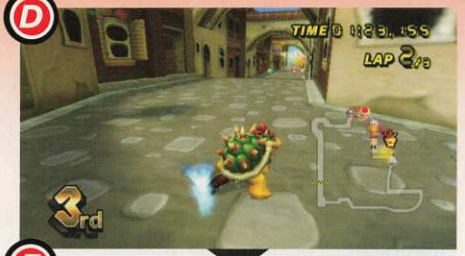
PRIMA GAMES

Time to Beat: 02:12:800

Combat Tactics

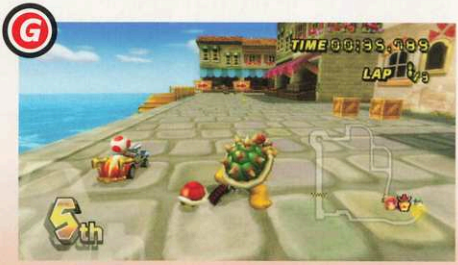
With enclosed fences, and many foes maneuvering for position, this stretch of road is an excellent place to use a Shell. Otherwise, try drafting all the way up to the fountain. This is a must on the first lap, and on subsequent ones if your foe isn't packing an item to drop!

Entering the town's passages is a bit like maneuvering through a minefield. There's bound to be a Banana around every corner, and you're encouraged to place Bananas around every blind corner yourself. Before you enter, be sure you grab an item; skim the outer edges to ensure your Item Box is available. By the time you reach the right turn, you should have laid a nasty present or shoved a rival into one (as shown in picture C).



When the road splits, you have the option of drifting left (picture D), and heading down a series of steps to a straight shot leading out to the bridge, or you can stay straight, and ride a narrow section with a sharp left turn, which then merges (picture E) with the Item Boxes. The left turn is preferred, as it requires less slowing and turns. However, the less-traveled right path may be safer, and you can wait at the Item Boxes and fire on foes as they pass!

Race over the bridge, which is a great place to surround yourself with multiple Shells. In fact, this weapon is incredibly useful on to this course's narrow roadways.



There are three ways to navigate this area. The first is to take the Speed Tactics racing line, and zoom down the muddy alley. Do this only if you have a Mushroom, or it takes too long. Or, you can follow the paved road around a 180-degree turn. As always, laying down Bananas and fake Item Boxes on each blind corner is a fantastic plan!

Tip

The small crates that litter the fruit stalls of this area contain either a Banana or Mushroom. Try hitting one with a Shell, grabbing a Mushroom, and zipping past foes. Otherwise, leave them well alone!

H

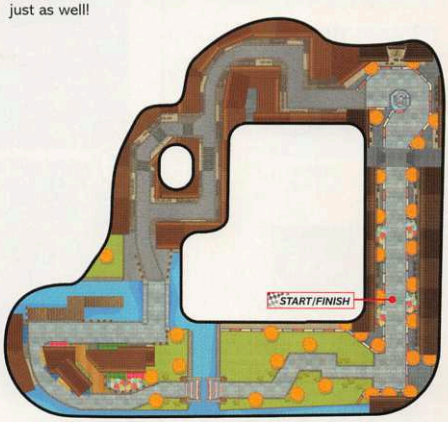
The third option is a rarely used shortcut; take it if you want to show off! As you approach the bridge, peel off to the left, and use a Mushroom to launch off the side of the course, and land on the wooden pier. Try a trick, and brake as you land so you don't overshoot. Then drive up the pier and rejoin the track, grabbing an Item Box as you go. Or, drop down near the Item Box to take it, if you're in need of a power up.

I

The drawbridge area provides opportunities to steal a win. First, grab an item from the boxes before the bridge, or save a Mushroom from earlier. Execute a trick on the drawbridge, then follow the racing line, or boost over the grass using a Mushroom to cut out the corners. This is a great place to use any type of Shell, including the blue one!

Mirror Mode

The passages are flipped if you try driving around this course in Mirror mode. Otherwise, all the shortcuts and tactics work just as well!



GCN Waluigi Stadium

Banana Cup

Waluigi has pulled out all the stops to make a madcap racing stadium, and he's succeeded! Some initial bumps and wild ramps send you up into space, or propel you off the vertical ramps. This is followed by a long valley of Podoboo Cogs and Mecha Piranha Plants, testing your swerving skills to their limits! After that comes some minor bumps and a really severe turn that leaves many in the mud if they haven't figured out the racing line. Learn it, and leap to victory!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

PODOBOO COG
(Spun if struck)

MECHA PIRANHA PLANT

TERRAIN TIPS

Super-Quick:

DASH PANEL

VERTICAL DASH PANEL

Quick:

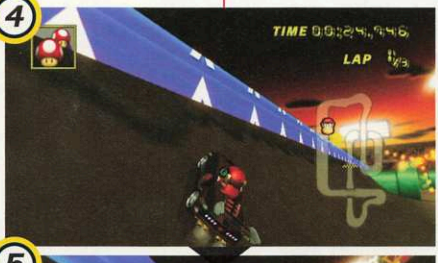
DIRT TRACK

MESH BRIDGE

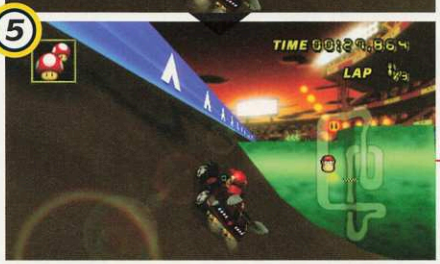
RED-AND-WHITE BARRIER

Slow (Off-road):

MUD



A second later, before you fully round the curve and enter the valley of the Mecha Piranha Plants, make a double mini-turbo while still drifting left. With this boost of speed, head left just before you reach the first green pipe. Perform a boost up the vertical dash panel, land after performing a trick, keep to the top of the valley's left edge, then do the same over the second green pipe (picture 5). This avoids the zigzagging on the ground completely! When you land for a second time, drift left around the corner.



As you travel under the giant ramp, do a trick as you reach the first hump in the road, but not at the second. Instead, steer left, but drift right so that you're on the outside of the banked turn. Point your vehicle at the wooden fence on the inside of the curve.

Slide around this nasty corner sharply, so you double mini-turbo as you emerge on the other side. To avoid hitting the mud on the left, immediately drift and steer right, then left, keeping yourself on the track. Position yourself to dash up the middle of the last huge ramp. Execute a trick, and boost over the finishing line.

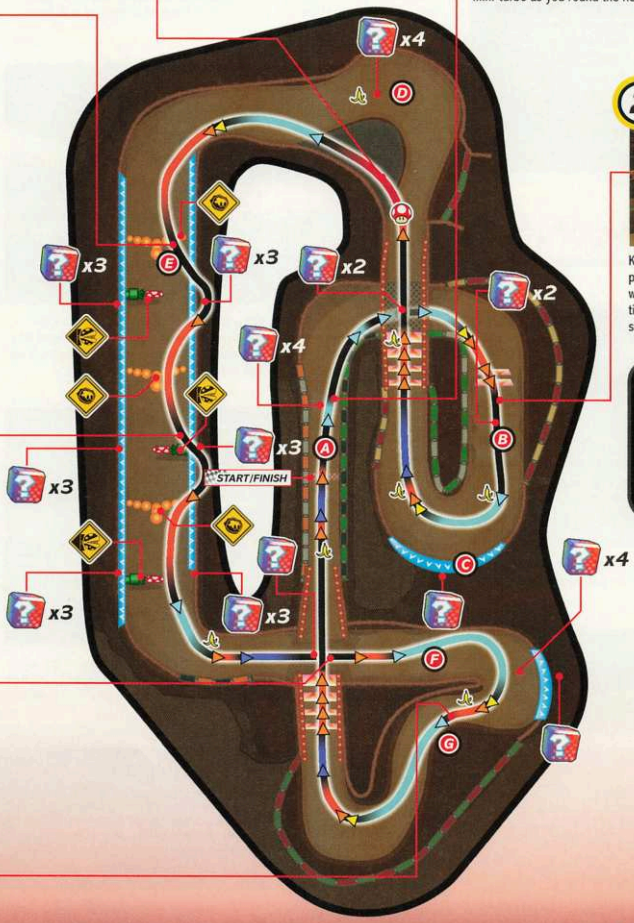
Speed Tactics

With bumps, ramps, and a whole lot of mud, this track might seem better for bikes. But while bikes can net you a great time, try this kart combo for a Ghost that's hard to beat!

Naturally, you can safely perform a trick from the giant ramp, but when you land, use a Mushroom and dash across the muddy corner on the left, as close to the left wall base as possible. Drift while you do this, too!

After an initial turbo boost, turn and drift right as you drive up the first bump, a second away from the starting line. Don't execute a trick. Instead, drift close to the right wall, drift all the way over the mini-bumps and under the bridge, and double mini-turbo as you round the next corner, just before hitting the dash panel ramp.

Keep your kart pointed right as you use the dash panel ramp. There's no need for tricks here; land while you're still drifting right so you make a very tight turn around the corner. Mini-turbo through the small dip and up a huge dash panel ramp.



Note

Although there are ramps aplenty on this circuit, don't perform tricks on the first two because you waste time in the air, and you can't properly benefit from the turbo due to the sharp corners afterward.

TACTICS FOR LAPS 2 & 3

An expert karter should be aiming for lap times around **43–46 seconds** (or under).

Even though the positions of the Mecha Piranha Plants change each lap, your racing line doesn't!

Ghost of a Chance

Diddy Kong and Wild Wing

Although it's not the combination you might first think of when challenging a course, it offers just the right amount of turning, acceleration, and hairiness for this Time Trial!

Time to Beat: 02:08:149

Combat Tactics

A

You might be disappointed at the initial lack of items thanks to only four boxes being available on the first straight. They're close together too, so make sure you're sideways so you can break two Item Boxes at once!

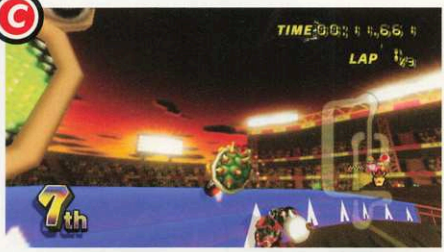
Tip

Apply this tactic every time you reach a cluster of Item Boxes!

B

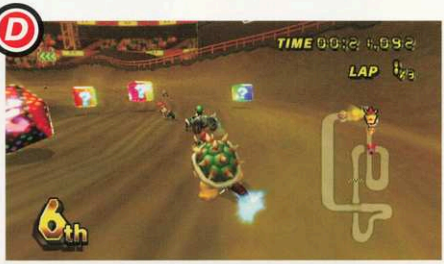
Curses! You must approach the two ramps (with Item Boxes floating above them) at speed and in the middle of the track, or you won't fly into them during your trick. Use this to your advantage. Execute a good racing line and grab the Item Boxes, and try flying through them all so others can't grab anything. Or, ignore them and use the vertical dash panel ramp on the next corner and grab items from there.

C



The time it takes you to fly through the air and land means you can take extra time launching from every ramp, until rivals pass you, then chase them down with projectiles. Or, ignore all these bumps and side boosting, and drift using the Speed Tactics racing line, hoping to increase your lead. Try this on the last lap.

D



You're likely to enter the Mecha Piranha Plant valley at high speed after the massive previous ramp, so use this to your advantage, and place obstacles by the Item Boxes. Because everyone is drifting at insane speeds, they're less likely to avoid your Banana!

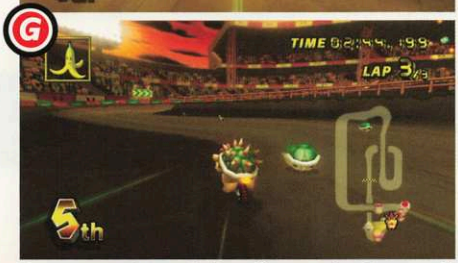
Tip

A classic tactic that can infuriate your foes is to shoot them with a projectile, or place a Banana skin on the edge of the massive dash panel ramp so they slip or fall into the track below. This costs them half a lap, and there's no way they can catch up!

The valley itself is a troublesome area where Shells should be fired, and watched out for. You can weave through the middle, between the Podoboo Cogs and the Piranha Plants, but a better plan is to stay on either side, and use the vertical dash panels to skirt the edges. Remember that you can do this on either side.

Tip

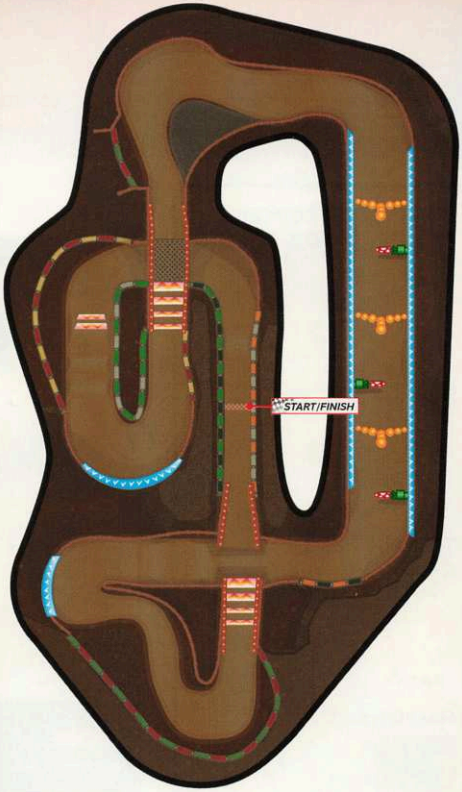
Also don't forget to park your vehicle behind one of the green pipes, hiding from foes until they pass you, then launch projectiles and chase them down!



The nasty corner can be approached in two different ways, depending on your skill and how quickly you need to finish your lap. Normally, use the Speed Tactics racing line. If you haven't perfected this corner, simply perform tricks off the previous two bumps, then use the vertical dash panel to rise and fall around this corner without driving onto the mud. A great place for a Banana skin is just around this corner! By the final lap, expect bouncing Shells and other debris to pile up here. Also try to keep to the right around the final bend so you can land from the final ramp without hitting the edge of the course.

Mirror Mode

Imagine employing all of the previous tactics, but every twist, turn, and ramp is mirrored. Congratulations; you're playing Mirror mode!



DS Desert Hills

Leaf Cup

This compact course has lots of very severe banked turns. And in laps 2 and 3, some bobbing Fire Snakes appear to singe your vehicle and slow you down. Avoid them, learn that you can speed across even the deep sand if you have the correct number of Mushrooms, and watch the undulating middle of this course where the Pokeys roam. Learn the proper racing line for turns, and this can be a quick course to master.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

WATER (Time lost if you sink)

BOTTOMLESS SAND (Time lost if you sink)

PALM TREE (Slowed or stopped if struck)

POKEY (Stopped and spun if struck)

FIRE SNAKE (Slowed and spun if struck)

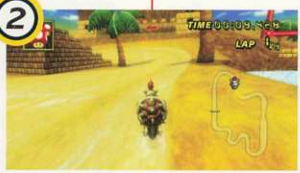
TERRAIN TIPS

Quick:

SAND TRACK

Slow (Off-road):

DEEP SAND



2

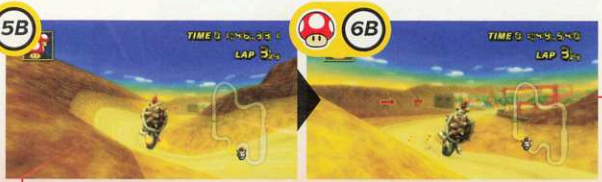
Drift to the right again, and execute another mini-turbo by the fourth palm tree, just after you hug the right curve. Then keep straight, and cut across the track, executing a wheelie at the same time.

1

Begin with the usual turbo boost off the starting grid, wheelie immediately afterward, and drift to the right just as you reach the second palm tree. At the third palm tree, cut in as close to the deep sand as possible, and mini-turbo.

Note

Both tactics produce similar times.

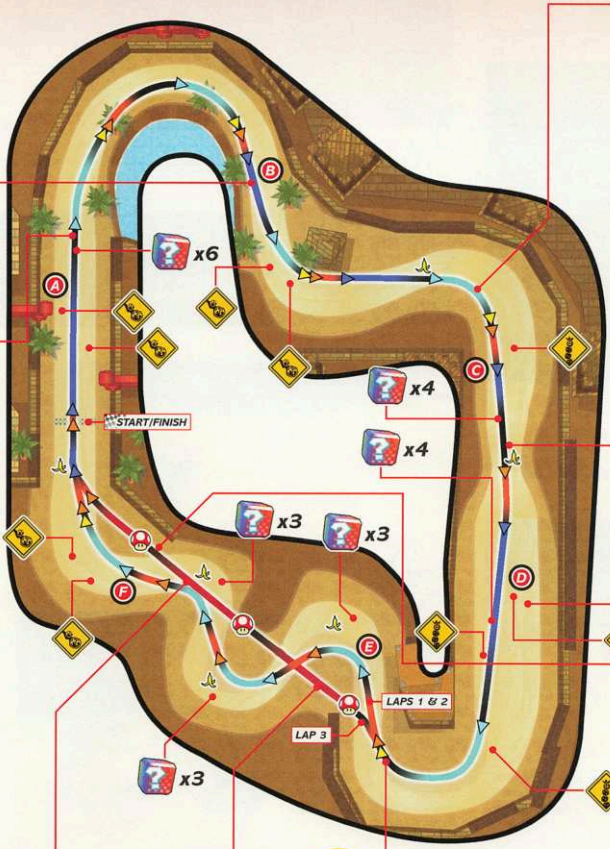


5B 6B

The second plan is to drift around the corners, including the final right turn. Do this for the first two laps, without employing a Mushroom. Then, on the final lap, cut across the first left hill (taking care not to touch the bottomless sand) with your first Mushroom, use the second Mushroom to boost over the second left hill (picture 6B), and the third Mushroom to boost across the deep sand to the right, and then quickly steer onto the track, and through the finish.

Speed Tactics

Karts and bikes are just as good at negotiating this course, although the fabled Flame Runner provides a little more speed during those tricky banked corners.



3

Drift left, around the inside corner near the small pyramid, and then mini-turbo out the other side, wheelie, and then cut in on the right corner, drifting as close to the deep sand as possible without driving onto it.

4

Wheelie and steer left slightly, around the first Pokey, and then launch from the sand ramp, making a trick and landing with a boost. Steer just to the right of the third Pokey, while making sure you wheelie to keep your speed up.

Note

You now have a choice of options: 5a and 6a, or 5b and 6b.

5A

6A

The first plan is to drift right, as close to the edge of the track as possible, then wheelie, drift left, right, and left again, attempting a wheelie as often as possible between the drifts, and cutting in on the inside as often as possible. However, just before the final right turn, instead of drifting, use one of your Mushrooms (picture 6A) and boost across the deep sand to the right, then quickly move back onto the track just before the finishing line. Attempt the same racing line on the second and third laps.

TACTICS FOR LAPS 2 & 3

If you can learn how to cut in on every banked turn, your lap times should be around **46–49 seconds** (or under).

The second and third laps have the added problem of appearing Fire Snakes (see the guide map for their locations). Keep on the inside of each turn to avoid them without impeding your racing line.

Ghost of a Chance

Dry Bowser and Flame Runner

We coaxed the King of the Dry Bones out and onto his Flame Runner for this spectacular time, but a middleweight character driving the Wild Wing produces similar results. Remember to double mini-turbo instead of wheelie!

Time to Beat: 01:46:995

Combat Tactics

The initial, slightly curved stretch of road is a must for drafting, especially before anyone grabs an item. Bully others out of your way, and then look for an Item Box no one has grabbed yet. If you're intent on stopping foes, ram or shoot them into the water, to the right.

Although this isn't quite as quick as performing the Speed Tactics racing line, using a Mushroom and boosting over the deep sand to the left of the pyramid can cut out the corner with the Fire Snakes. Use only a Mushroom and Star here.

Tip

Meanwhile, the Fire Snake corner, to the right of the pyramid, is a good place to leave an obstacle!

Avoid the Pokey, or ram others into it, and then prepare for the long sandy ramp up to four floating Item Boxes. If others grab them, steer to the left; more are on the straight ahead. When you drive onto the straight area (picture D), prepare to dodge another three Pokeys, and grab one of three Item Boxes on the left or right series of bumps. If Items aren't of interest, do tricks off the bumps. This is a great area for leaving fake Item Boxes or Bananas near the actual Item Boxes.

The series of bends left and right each contain a set of three Item Boxes on the banked corners, giving you plenty of chances to snag an item. This area, near the boxes, is another good place to drop an obstacle. Also try to drift sideways through the Item Boxes, breaking as many as you can so pursuers can't grab anything.

The final corner has a couple of Fire Snakes on the second and third laps, so stay on the right side of them. Use previously grabbed items when you start your next lap (unless you're cutting across the sand dunes using a Mushroom); the initial straight is great for aiming Shells at foes!

Mirror Mode

Switch to Mirror mode, and every turn becomes opposite. However, the tactics for taking banked turns and Mushroom shortcuts all still apply!

GBA Bowser Castle 3

Leaf Cup

Behold the lake of lava! This fearsome place is packed with Thwomps, and all of them can squash you, while some have Item Boxes hiding behind them. Look ahead to spot them! The biggest problems are foes smacking you around so you fall into the many gaps or unfenced areas of the track, and into the goopy lava itself. Counteract this with cunning item placement, and use the Speed Tactics racing line, even during battles with rivals.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

LAVA
(Time lost if you sink)

THWOMP
(Stopped and spun if struck)

PODOBOO
(Slowed and spun if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL RAMP

Quick:

PAVED STONE TRACK

MESH TRACK

WARNING TRACK STRIPE

PLAIN STONE TRACK

Slow (Off-road):

DRY LAVA PEBBLES

3

Drift and mini-turbo along the next straight, skid right around the next corner, drifting to another mini-turbo, and immediately drift and steer left, onto the mesh track. Cut it close to the left corner with yet another drift.

4

This leads you to a series of five gaps in the track, so launch and execute a trick from each of the small dash panel ramps. Stay in the middle to avoid being struck by any rising and falling Podoboos.

6

Drift and mini-turbo again, but pass to the right of the ramp, because it is quicker to remain on the ground. Both Thwomps are floating, so wheelie under them before you cut in on the right corner, and drift around. Wheelie along the mesh and stone track sections.

5

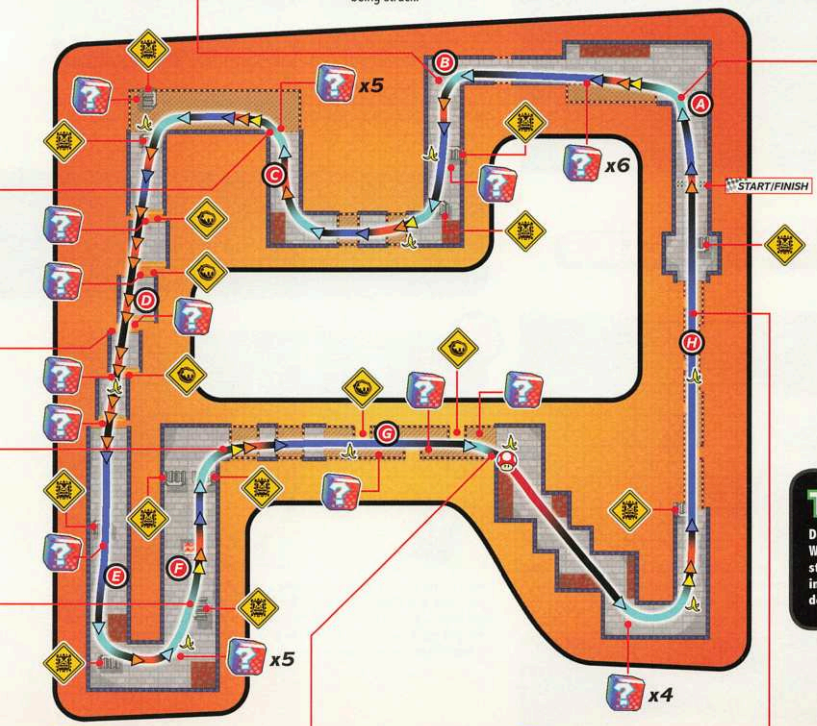
Wheelie down to the end of this long straight, and cut in without touching the dried lava ground. Drift left, and mini-turbo out as you swing around to the left of the Thwomp, just before the ramp.

Speed Tactics

The trick here is to cut every single corner, not quite hitting the sharp blocks jutting out, but being adept enough for a drift and mini-turbo around all the bends.

Begin with a turbo start and bring up your front tire into a wheelie right away. A second later, drift and steer left, around the first corner (cutting inside as close as you can). Mini-turbo on the edge of the mesh floor.

Wheelie and continue down the track, drift and steer left around the next corner, and mini-turbo. Then boost, wheelie, and steer to the right, steering just to the right of the second Thwomp, and squeezing around the right-hand corner without being struck.



Tip

Don't forget to wheelie! Whenever there are long straights, wheelie to increase your speed, and decrease your time.

Keep the wheelie going to the very end of this straight section, staying in the middle to avoid the gaps. Then drift right, and just before you hit the section of red dried lava, use a Mushroom to boost over it, and cut a straight path between the jutting corners.

Make one left drift around the next corner, mini-turboing out and adjusting your direction so you're heading straight down the middle of the track. Wheelie, ignoring the Thwomps and gaps, all the way to the finishing line.

TACTICS FOR LAPS 2 & 3

After perfecting a drift that almost scrapes each corner, your lap times can be as low as **50–53 seconds** (or under).

Although the floating Thwomps and splashing Podoboos are in slightly different vertical positions on every lap, your racing line still holds true.

Ghost of a Chance

Dry Bones and Bullet Bike

We tried a bike that's exceptional at cornering, and the flat course makes this combination of vehicle and rider a winning one. Can you do better?

Time to Beat: 02:29:426

Combat Tactics

The first corner sets you up for an item ahead of you. Don't follow anyone in front; grab an Item Box to the side. Shunt foes to the left, just after the Item Boxes, so they spin into the lava or crash into the beginning of the left wall.

This old-school track allows some classic tactics. Any areas that feature closed-in walls are great for firing Shells about. Do this as you reach the first couple of Thwomps, tagging foes with a well-aimed shot, or ricochet Shells into others.

Tip

Don't forget that the Thwomp on the left side has an Item Box behind him! Grab it by drifting behind him, or scooting under him.

The small straight with the gaps is a good place to punt foes if you can muscle them off the track, but a better plan is to lay a Banana around the corner, just after the line of five Item Boxes. The wall on the left blocks your rival's sight until it's almost too late!

Tip

The Thwomp on the outer edge of the right turn, after the mesh road, hides an Item Box. It's out of the way, so only grab it (ideally during a drift) if you need it.

Head across the lava leaps by executing a trick after each ramp, and learn which gaps have Item Boxes (the first and third), and which have Podoboos (the second and fourth) floating up and down. Stay slightly to the right of the middle to grab one, but don't rely on this. Try placing an obstacle on the ramp or landing spot throughout this area; it plays havoc with pursuers!

The fearsome Thwomp coming up on your right is hiding an Item Box that's easy to grab; drift through it when the Thwomp rises up. The end of this corridor is a classic spot to ricochet a Green Shell back at a foe who's just behind you!

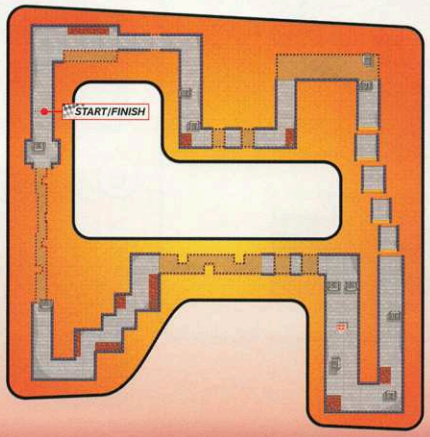
This next section is frightening if you're jostling for position, as you can knock your foe over the warning track edges and into the lava. For best results, simply stay in the middle and launch a Green Shell directly behind you! This is also a good spot to place an obstacle.

There's a line of Item Boxes as you round the corner past the next Thwomp, so get rid of any items before reaching this point. Choose either the racing line or the dash panel ramp, but leap between the Thwomps to avoid being knocked off course.

The next corner, where you are encouraged to use a Mushroom in the Speed Tactics section, is another great spot for a Banana or a ricocheting Shell, but save your Bananas for the final stretch of mesh track, keeping an item handy to drop behind you to ward off Red and Green Shells.

Mirror Mode

Play this track in Mirror mode, and your cornering, as always, is flipped. Study the map shown so you know where all of the gaps are, and you don't end up in the lava!



Leaf Cup

N64 DK's Jungle Parkway

As the crowd watches from a steamboat, it's time to journey around Donkey Kong's parkway. A series of long turns and dangerous stretches near swampy water and grass can really impede your progress. Stick to the dry dirt track, flying across the massive dash panel ramp, and then negotiate the series of banked corners without losing your racing line. Next comes a narrow rope bridge—a prime spot for ambushes—and a small cavern, where Mushroom use becomes an excellent way to win!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

WATER (Time lost if you sink)

BANANA TREE (Stopped if struck)

RAMP SUPPORT (Stopped if struck)

TERRAIN TIPS

Super-Quick:

DASH PANEL RAMP

Quick:

DIRT TRACK

WOODEN BRIDGE

Medium:

GRASS VERGE

Slow (Off-road):

GRASS

CAVE MUD

3 Land with a severe drift to the left, mini-turbo then wheelie, and cut in on the right as you approach the first of the banked corners. Cut on the inside right at the base of the bank.

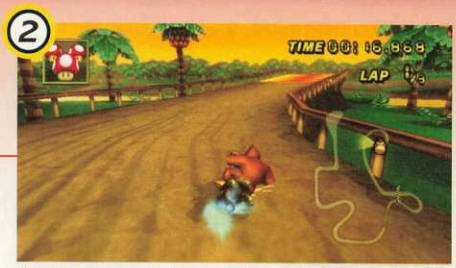
4 Mini-turbo, drift, and steer sharply left this time, and without driving up onto the grassy sides, drift around the left bend, mini-turboing and executing a wheelie. Two thirds of the way down the straight, drift left around the inside of the next corner.

5 As always, mini-turbo after the corner and wheelie at the same time. Then drift around the slight, then sharp, right turn. Mini-turbo and wheelie. Then drift left, coming around another corner.

6 Mini-turbo and wheelie down the hill, and as the grassy verges become taller, stay on the left side of the flat part of the road, and make a long drift to the left. Finish with a mini-turbo just as you reach the wooden bridge.

Speed Tactics

Your task here is to calm the wild cornering of the Flame Runner, while staying off any area of course that isn't flat. Unless you use the Mushroom, that is!



Mini-turbo just after passing the supports, then steer sharply right, drifting around the long right bend (you don't need to be on the very inside of the track, but it helps). Now straighten out and wheelie.

Blast off the starting line with a turbo and a wheelie and follow it with a drift right. Turbo and wheelie as you pass the boat on your left. Then drift and steer right again as you approach the ramp supports on your right.

Tip

The closer you cut each corner of this course (without bumping up onto the verge and losing speed), the faster your time will be.

Start a drift to the right as you exit the bridge into the cavern. Stay on the light mud, making a sharp drift right, mini-turbo for a second, and then make an extremely sharp turn left. As soon as you begin to leave the course and head onto the thicker mud, use a Mushroom to cut out the entire looping left turn with the torches on the wall (picture 8), and drift out of the exit, mini-turboing with a wheelie to the finish.

TACTICS FOR LAPS 2 & 3

Keep away from the thick grass, and thicker mud, and stay off the verges. Your reward should be a lap time of around **48–51 seconds** (or under).

The lack of beasts wandering around means that laps 2 and 3 are performed using **this exact** racing line.

Ghost of a Chance

Donkey Kong and Flame Runner

Who else but Donkey Kong could finish this course in a time like this? Well, any heavyweight character could challenge this time, but it's going to be hard to beat!

Time to Beat: 02:24:306

Combat Tactics

A

The initial waterfront stretch after the first corner is where you can really increase the distance between you and others. This is an excellent place, especially when rivals are jostled together, to lay a Banana, fire a well-placed Green Shell, or ram others using drafting or a Mushroom. Knock a foe into the water to the left, or the grass on the right!

Tip

If a rival is taking a really severe racing line around the long curve to the dash panel ramp, try to knock them into the start of the wooden fence on the right side. If you can shove them into the grass to the right (by ramming, Bananas, or Shells), they lose half a lap getting back on the track and up to speed!

B

Want to play a more cunning game? The dash panel here automatically turbos you across the water. If you leave a Banana or Fake Item Box just after you land on the other side of the water, it will be difficult for your rivals to avoid!

C

The series of corners to steer around become all the more dangerous after you head along the waterfront after the river ramp jump. Obviously, you can use the same tactics as for Waypoint A, or save your item and place it around the bend of any of the incoming corners.

D

As the winding turns continue, expect more items dropped around every bend. This is a good opportunity (when you're away from the riverbank) to launch some ricocheting Shells, too. However, don't use a Mushroom unless you can steer and drift sharply at each turn. Save them for the straights.

E

You may be tempted to use a Shell, Banana, or other item when you're heading down to the wooden bridge, but don't; you gain dominance over your foes if you can launch a Shell at them while they are on the bridge. Sometimes they flip over and land in the water below, and it's a major problem for them to catch up!

Tip

Have a Banana or fake Item Box? Then lay it on the bridge—the narrowest section of the course. Have a Shell but didn't use it? Fire it behind you!

F

Follow the racing line from the Speed Tactics as closely as possible when you enter the cavern, saving Stars and Mushrooms to cut the corner completely. If you don't have one of these items, try a ricocheting Shell, getting rid of items you don't need before you reach the first Item Box line on the next lap.

Mirror Mode

The Parkway's left corners are right corners, and vice versa, when you try playing this track in Mirror mode. All other tactics work just as well.

GCN Mario Circuit

Leaf Cup

Your presence has been requested for a fabulous race around the castle of Mario and Princess Peach. Although short, this course is packed with dangers, great ambush spots, and places to steal victory. After a long straight, you must navigate a nasty left-right corner, followed by a long uphill slog past a Chain Chomp. After some jostling in the tunnel, speed out across the moat bridge, avoid the nasty nips of the Piranha Plants, and try a little dirt-road rampaging to the final humpback bridge, and victory!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

CHAIN CHOMP (Stopped and spun if struck)

DELFINO OAK TREE (Stopped if struck)

PIRANHA PLANT (Stopped and spun if struck)

GOOMBA (Stopped and spun if struck)

TERRAIN TIPS

Quick:

TARMAC

PAVED BRIDGE

DIRT ROAD

Medium:

GRASS VERGE

TUNNEL VERGE

DIRT VERGE

Slow (Off-road):

GRASS

Head out of the first corner and wheelie diagonally across the tarmac to the right. Make a very sharp right turn, drifting as you head out of the corner. Ignore the road itself, and concentrate on launching a Mushroom turbo while beginning to turn left. Your racing line is around the nearest tree. Make a long left turn during the boost, avoiding the road and Chain Chomp (picture 3). Don't steer too close to the left wall; your boost should run out just as you drop back onto the tarmac (see the guide map for the perfect line to take).

Once you're back on the tarmac, make an abrupt left turn and drift, mini-turbo out of it, then wheelie and immediately bounce left and right as you enter the tunnel. You usually don't have time to turn any drifting into a mini-turbo; just keep in the middle of the track.

Steer and drift out of the tunnel, keeping to the middle of the track, and make a very long wheelie across the bridge and between the Piranha Plants. Then cut in just after the final one on the left, drifting on the inside of the left corner.

Speed Tactics

Cunning use of the Mushroom, and tricks off the small humps later on in this track, mean you can avoid all the beasts roaming this track, and finish with a spectacular time!

Zoom up to top speed with a turbo and a wheelie, keeping your bike in the center of the track. Steer left early, then begin to drift so you're creating a great racing angle for both the upcoming corners. Drift in, as close to the verge as you can.

Your positioning for landing is important. Hit the dirt road so you can stay in a straight line, executing a wheelie and then quickly steering right. Then make a hard left, drifting around the inside of the final corner. Execute a trick over the humped bridge, land, and adjust your position to the middle of the track while you wheelie across the finish.

Make sure your drifting turn around this 180-degree bend leaves you on the left side as you mini-turbo. This lets you cut across to the right. Mini-turbo as you pass by the first small hump, and execute a trick as you launch from the second, over the Goomba.

TACTICS FOR LAPS 2 & 3

Take care with your drifting turns, use Mushrooms on the grass, and expect an expert lap time of **55–58 seconds** (or under).

Excellent news: the Goombas are the only enemies that move during the course (aside from the Chain Chomp, but you're maneuvering well away from him). As long as you employ the same tactic at Waypoint 6 each lap, you miss them both each time.

Ghost of a Chance

Dry Bowser and Flame Runner

Look who's back! The skeletal Koopa king sports excellent cornering capabilities. With some precision drifting and shortcut maneuvers, his time is world-class!

Time to Beat: 01:44:912

Combat Tactics

The initial straight is your usual place for drafting and scrambling for an item. There are only five Item Boxes, and the track is very wide, so drift to one side early to snag one along the edge, if competitors are in front of you. Obstacles are easy to skid around, so save your Bananas and Shells.

A better plan is to place a Banana on the racing line between the two initial corners. This can stop foes in their tracks, forcing them to drive a much wider route to reach the uphill area.

You have two plans for the uphill area: avoid the Chain Chomp yourself, and force a rival into its metallic chompers! If you have a Mushroom, play it safe and use the Speed Tactics shortcut up the grass. Or, bash into a foe, sending them spinning into the Chain Chomp! Nudging and firing Shells is another option.

As you reach the brow of the hill, look ahead to the Item Boxes, and line yourself up with one you know you can grab. As you enter the tunnel, expect items strewn about; this is a good spot because the bends are narrow. From this point on, ricocheting Shells are another great option.

Speeding out of the tunnel is another great place for drafting and firing Shells that either ricochet around or (better yet) home in and send your foe spinning. Try to time this so they end up being pecked at by a Piranha Plant!

Be careful as you reach the bumps in the road, because this entire area can get a little congested. Start by hiding a fake Item Box among the real ones. Then beware of rivals striking Goombas. If this occurs (or Goombas are struck by a Shell), they flatten and throw out a Mushroom.

The final corner of dirt track is a great place to leave a Banana, because the racing line is so narrow. Once on the humped bridge, make sure you try a trick (unlike Toad, here), and keep to the middle to avoid the chomping Piranha Plants. Another plan is to leave a Banana where you land. Prior to the last lap, launch Shells at foes along this straight; there's excellent line of sight.

Mirror Mode

In an alternate Mushroom Kingdom, where all the corners turn in the opposite direction, all the previous tactics work. Just be ready to readjust your lefts and rights!

SNES Mario Circuit 3

Lightning Cup

This excellent old-school course is filled with punishing block fences that can't be scraped against. And don't drive over the sandy off-road area without the aid of a Mushroom or Star. This course is a series of sharp corners followed by long straights, and Shells become important projectiles to savor throughout the run. Learn a great shortcut to employ during Time Trials, and another during Grand Prix races. And don't forget that dash panel to finish!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

GREEN PIPE (Stopped if struck)

OIL SLICK (Slowed and spun if struck)

TERRAIN TIPS

Super Quick:

DASH PANEL

Quick:

TARMAC

RED-AND-WHITE VERGE

Slow (Off-road):

SAND

Start with an impressive turbo and wheelie from the starting line, steering slightly to the right as you jet forward on one wheel. Hug the red-and-white edge of the inside corner as you drift right. Mini-turbo and wheelie as you pass the green pipe on the right, at the end of the verge.

As you head down the start of the long curve, mini-turbo out of the left drift, then make a long right drift, moving over the verge, and mini-turbo just before you drive over the center of the dash panel. Wheelie as you go, all the way to the finish.

Start the mini-turbo as you reach the chicane, making a wheelie as you begin. Then turn and drift left, around the left corner, onto the very long right curved track to the finishing straight.

Speed Tactics

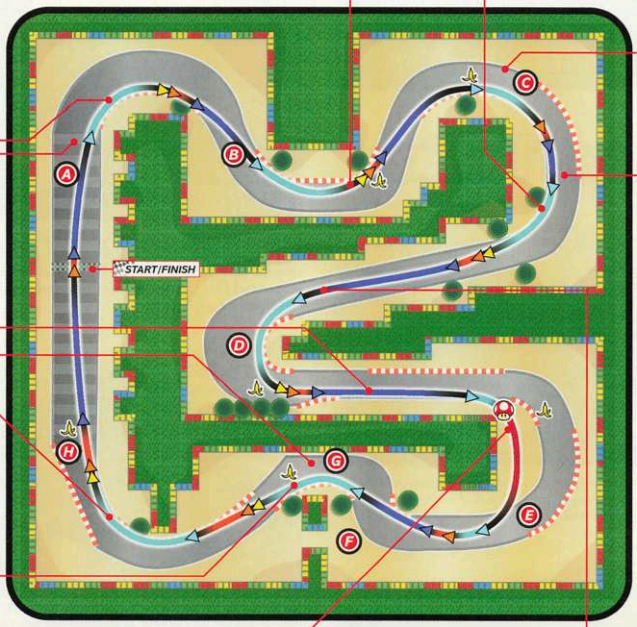
Take a bike out around this course, as the wheelies you can achieve are faster than a kart's double mini-turbo. Also make sure you use the Mushroom in a shortcut you might not be expecting!

Tip

Remember that you can travel on the red-and-white verge without slowing down, allowing you to cut the corners more severely than usual.

Keep the wheelie up, moving diagonally across to the left, setting up for the next corner. Begin the turn at the green pipe, keeping close to the verge. Drift around, then mini-turbo at the next green pipe, halfway around the next bend to the left.

Wheelie, and diagonally maneuver to the verge on the right, starting to drift right at the green pipe. Continue around the long sweeping right turn. Finally execute a mini-turbo around the corner. Quickly drift again as you reach another right verge. Mini-turbo and wheelie as you head along the next straight.



Stay to the right side of the straight, and then drift right, onto the sand. Before you slow down, use a Mushroom, cutting in very close to the yellow block corner, and continue the curved drift back onto the tarmac. When the Mushroom boost wears off, make a mini-turbo as this drift finishes.

Stay around two-thirds of the way to the right on the main tarmac, allowing you to steer and drift left, completely around the 180-degree corner, then trundle over the verge and out to the next straight, all without braking. Once out of the turn, wheelie at once.

TACTICS FOR LAPS 2 & 3

Once you figure out the correct turn to use the Mushroom, your lap times should be around **27–30 seconds** (or under).

Complete the second and third laps in precisely the same manner as the first.

Ghost of a Chance

Wario and Flame Runner

Any heavyweight character riding the famed Flame Runner can make an incredibly fast run, even Wario, who usually rides his own Wario Bike!

Time to Beat: 01:22:218

Combat Tactics

The first Item Boxes are very close to the starting line, so expect a lot of early obstacles. The middle Item Boxes may be broken already, if you're at the back of the pack. Concentrate on drafting, then head to the edges, or wherever you can drive into Item Boxes.

On corners that require a precision driving, drop Bananas and fake Item Boxes. Foes must at least slow down, even if they don't crash into them. Try dropping these type of items behind green pipes, so they aren't seen until the last second.

Look to the guide map to locate the two areas with an oil slick. The first is on the left side of the long curved corner to the right, and it's easy to avoid. Try shunting foes into the slick, or leave a Banana to the right of it, giving rivals less room to move around it.

The end of the long right curve allows you to grab an item from the line of boxes, and then speed down a straight, followed by a severe 180-degree turn. Anywhere along the curve is a great place for a Banana (your foes are likely to be drifting here, and will need to make a difficult swerve to avoid your obstacle), as is the area around the very severe corner.

Anywhere from this point onward is a fantastic spot to launch Green Shells to ricochet off walls, as the block fences are closer together, and everyone is in a rush to try for a racing line over the forthcoming dash panel.

A couple of turns before this, look for the gap in the block fence on your left (it's ahead of you if you're not drifting to the right). Use a Mushroom or Star, and boost through this gap, rejoining the road near the dash panel. If you don't have such an item, contend with the second oil slick, on the chicane bend to the right. This is another great spot for Bananas and thrown Shells, unless you're on the receiving end!

Tip

A tricky (and chancy) way to rid yourself of Red Shells is to drift around the block corners so the Shell hits it, instead of you. This also works on the green pipe, but you'll probably have to slow down to make it work.

The last main feature of this course is the dash panel. The long straight means you should look behind you after you cross the arrow, making sure enemies aren't drafting or aiming Shells at you. Weave left and right to avoid being an easy target. This is also a great place for ricochet Shells. Place a Banana just before, on, or after the dash panel itself.

Mirror Mode

The maze of winding corners and dangerous straights is simply flipped when you play this course in Mirror mode. All your other tactics are available.

DS Peach Gardens

Lightning Cup

A once-peaceful formal gardens is now the place where big Chain Chomps hunt for competitors, bouncing around and clanking for karters! Avoid them at all costs while working out the quickest ways around the flower beds, which includes an excellent Speed Tactics shortcut. Next comes the best way through a series of small mazes, before a final dodge and dash around the side of Peach's mansion, avoiding the Monty Moles, and racing through the tight spaces and quick corners.

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

WATER
(Time lost if you fall)

CHAIN CHOMP
(Stopped and spun if struck)

MONTY MOLE
(Slowed and thrown into the air if struck)

TERRAIN TIPS

Quick:

DIRT TRACK

DARK DIRT TRACK

PAVEMENT

BRICK VERGE

PAVEMENT RAMP

PEACH MANSION CRAZY PAVING

PEACH MANSION STEPS

Medium:

MONTY MOLEHILL

Slow (Off-road):

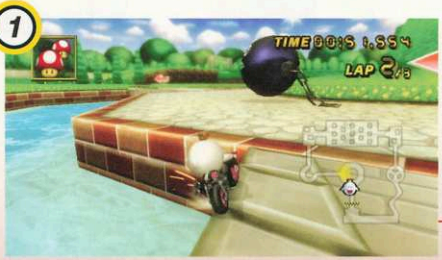
FLOWER BED

GRASS

Drift as you head up the hill, keeping it going until you reach the upper garden area. Mini-turbo as you reach the right corner of the flower hedge, and wheelie across, through the corner of the small flower bed, and drift right, then wheelie down the hill.

Wheelie as you drive on the dirt track, keeping slightly left of center. Ignore the left-pointing arrow completely, and steer right, straight for the flower bed. Enter the flower bed after using a Mushroom, then drift through the bed and around the box hedge. Keep as close to the hedge corner on the right as you can.

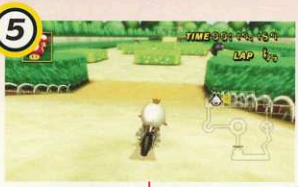
Keep the drift up while you continue to cross the paved road of the circular area, and then onto the next bridge, keeping to the very edge of the bridge without falling into the water. Mini-turbo as soon as you drive onto the second bridge, and you're out of danger.



Push off the starting line with the turbo, and then the immediate wheelie. Make a left turn just before you drive from the dirt onto the stone pavement bridge. Cut as close to the inside corner of the bridge as you can, then start the drift.

Speed Tactics

The plan is to cut every corner precisely, ignore the posted arrows, fly through a couple of flower beds, and avoid those loose Chain Chomps!



There are lots of ways you can make a slight steer, drift, and then mini-turbo through this small hedge maze. A couple of the best are shown on the guide map. As long as you mini-turbo two or three times (around each corner), hug the hedges, and avoid the two Chain Chomps, there's no real difference in time.

Keep left as you drive up the hill to the second upper garden, and make a sweeping drift turn to the right, cutting it close to the corner of the flower bed on the right. Then mini-turbo and wheelie down the left side of the hill.

Finally, cut in on the right side of the last molehill, drifting around and up the crazy paving, then make a wheelie. Begin to steer right, and drift just before you drive close to the mansion's porch column. Keep the drift up as you drop down the stairs, and mini-turbo (then wheelie) across the finish.

Steer quickly right, then left around the box hedge, through the middle of the last two box hedges, and into the side garden where the Monty Moles are leaping. Wheelie onto the darker dirt ground, then drift right at the first Monty Molehill. Quickly drift left, around the corner, and then mini-turbo.

TACTICS FOR LAPS 2 & 3

When you've mown through all the flower beds you can without slowing, your lap times should be around **44–47 seconds** (or under).

Despite the bouncing Chain Chomps loose in the circular path near the start, and the hedge maze, you should repeat the route for the remaining laps to claim an exceptional Ghost time.

Ghost of a Chance

King Boo and Spear

The steering on the Spear is slightly more advantageous for many attempting a phenomenal Ghost time. And speaking of ghosts, King Boo rules again!

Time to Beat: 02:11:513

Combat Tactics

Following the Speed Tactics racing line is an excellent plan, but only if no (usually bigger) opponents are nearby to slam you off the side and into the water. Think about saving a Banana for the bridges. You can also drive all the way around the fountain, watching out for a Chain Chomp bounding around (picture B). Stay on the inside or outside of the paved road to avoid him. Why go the long way around? So you can get behind a rival, and ambush them as they drive onto the second bridge. Don't forget to pick up an item as you cross.

If you have a Star or Mushroom, using the Speed Tactics racing line across the flower bed is an excellent idea. Otherwise, drift around the flower bed using the regular road, and watch for foes dropping items. This long bend, which is usually drifted, is great for this, making it a real pain to avoid Bananas! Also try ricocheting Shells in this area.

Tip

Follow the same plan as you reach the upper garden area; slide through the flower bed using the Speed Tactics racing line, or drop an item en route to the hedge maze.

The two Chain Chomps bouncing around the hedge maze are easy to dodge, especially if you aren't interested in the Item Boxes they are dragging behind them. There are more Item Boxes in the next lower garden, so you may wish to drift and mini-turbo straight there. If you're determined to grab a Chain Chomp's item, work out where the Item Box will be, and drive there. This trajectory calculation takes some practice! This maze is also great for stopping behind a hedge, then scooting out and chasing down a foe!

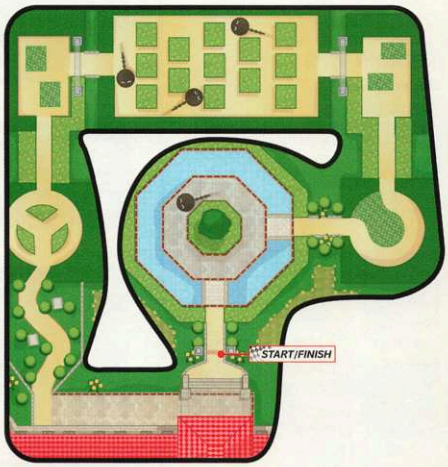
Pass through the upper garden using Waypoint C's tactics, then drive into the lower garden. It is important to grab one of the four Item Boxes between the last two box hedges, as this can set you up for the dash to the finish line.

Races are won and lost here! Without a speed boost item, you're forced to drive on the dirt track. Avoid the Monty Moles and follow the racing line to the finish. If you have a Mushroom-like item, use it to launch from either stone ramp. Don't forget your trick! Also remember to lay an obstacle at the right corner where the last Monty Mole is located.

The final corner and steps down to the finish is your last chance to snatch victory! Try ricocheting a Green Shell off the end wall before the stairs, or dropping a Banana on or at the bottom of the steps on the Speed Tactics racing line.

Mirror Mode

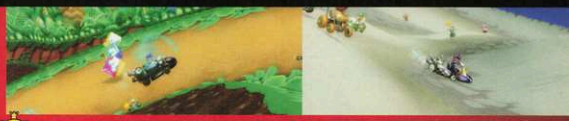
The beautiful garden, including that giant Mario topiary in the middle of the circular road, is available to play in this mode. As you'd expect, everything is flipped horizontally.



GCN DK Mountain

Lightning Cup

On this wild and crazy course, you'll spend almost as much time flying as you will traveling on the ground! Beginning with a jungle trail up a hill, and a long left turn into Donkey Kong's personal cannon, you're fired to the top of the mountain. Making your way down involves massive ramped jumps, dodging falling boulders, and as the jungle trail reappears, a series of looping switchbacks across a ravine, with a rickety bridge to finish!



GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

FALLING BOULDER (Slowed and thrown in the air if struck)

SHEER DROP (Time lost if you fall)

TERRAIN TIPS

Super Quick:

VERTICAL DASH PANEL RAMP

Quick:

DIRT TRACK

GRASS VERGE

ROCK ROAD

ROCK

WOODEN RAMP

RICKETY BRIDGE

Slow (Off-road):

MUD

5

After the mini-turbo, hug the left side of the rock, skirting along next to the mesh fence on your left. Drift as you go, then make a mini-turbo as you reach the grass. Make a severe turn right, around the first switchback. Drift and mini-turbo out of it. Stay to the right, so you avoid the boulders.

Tip

The grass verge and rock don't hinder your speed. So ignore the track entirely, and work on your best racing line.

4

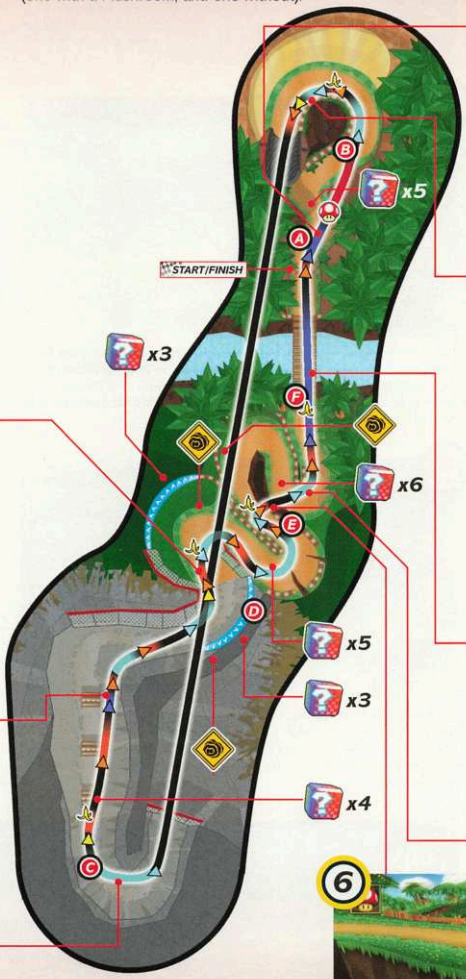
Execute a trick off the top ramp, and land with a boost, just to the right of the second ramp. As the boost continues, wheelie for a second, and fly off the rocks to the right of the third ramp. Immediately steer and drift right, onto the rock road, and make a mini-turbo.

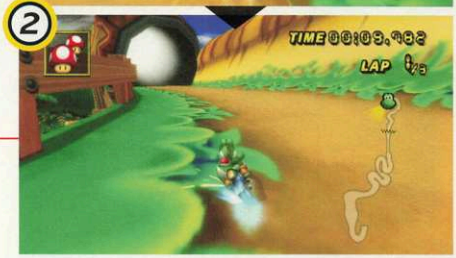
3

As soon as you land on the rock road at the top of the mountain, drift right sharply until you see the ramp, and then mini-turbo and wheelie toward the right side of it. Prepare for launch!

Speed Tactics

Race through jungle, rocks, and a ravine on your way to a ghostly victory, and take care to perfect the two crazy shortcuts (one with a Mushroom, and one without)!





Boost off the starting line with a turbo wheelie, then keep that going as you steer to the right, along the stretch of dirt track at the base of the steep hill. Instead of following the track, continue up onto the right grassy embankment and mud. Before you touch the embankment, use your Mushroom! Almost scrape against the right wall as you jet over the mud, and land in the middle of the dirt track at the top of the hill! You only have to drift around the corner to the cannon (picture 2). Drift around the left corner as close to the grass verge as you can. Then mini-turbo and wheelie into the cannon.

The rest of the course is a breeze compared to your previous maneuvers (which you must do two more times!). Simply drift around the end of the fence, mini-turboing toward the rickety bridge, and wheelie all the way to the finish! Position yourself to the right of center to set up for Waypoint 1 on the next lap.

This way madness lies! Make a quick 180-degree turn left, drifting around the next switchback, and then mini-turbo, driving up the left wall slightly. Do this just before the fence on the right side runs out. Immediately turn right very sharply, and drift at the same time. Then (and this takes some real skill!), mini-turbo over the bottomless ravine (picture 6), just to the left of where the fence ended. Then you can land on the dirt road, cutting the next switchback out completely!

Caution

Sometimes the drifting and sharp turns cause you to bounce off the rock walls. Keep going!

TACTICS FOR LAPS 2 & 3

Perfect those switchbacks and the fabled ravine jump every time, and aim for lap times around **47–50 seconds** (or under).

The only slight issues, providing you complete each lap in the time shown, are the boulders. Look where they roll on the guide map. This shouldn't affect the first two laps, but on the third, at Waypoint 6, you may need to steer to the left of the last boulder, before you complete the 180-degree turn and jump the ravine.

Ghost of a Chance

Yoshi and Mach Bike

The green dinosaur and his amazingly tight-cornering super bike are the best candidates for making the craziest of jumps and staying on the track itself. Can you do better?

Time to Beat: 02:21:711

Combat Tactics

A

The initial uphill run provides some excellent drafting opportunities, as rivals aren't thinking about you tailing them quite as much. However, on subsequent laps, beware of this fact! Also remember that you can traverse the grass just as fast as the dirt road. The mud, however, is thick and gooey. Use a Mushroom and the Speed Tactics racing line to guarantee a quick boost over there, if you want to ignore the Item Boxes.

B

As you approach the cannon, throw everything you can at the enemy. Don't place a Banana too near the cannon's entrance or rivals can simply spin into it! Instead, place one on the inside of the left turn.

C

Make sure you're one of the first five to reach the mountaintop, as only five Item Boxes are available when you leap off the first ramp. Overusing the bottom ramp (and performing a trick off it) usually places you in a collision with the mesh fence, so refrain from spending too long on the ramps. This is the perfect place for homing or well-aimed Shells.

D

Just before (and after) the rock road changes to grassy jungle, there's a vertical dash panel on your right (and left). This is an excellent place for nabbing an item before you head into the switchbacks. Due to the severe corners, save your Shells and Mushrooms until later. It's a great plan to place Bananas on any of the switchback corners!

Tip

Both these halfpipe maneuvers are an excellent plan for multiple reasons. You can:

Lengthen your lap time, enabling a rival to pass, so you can stay behind them and hit them with your preferred item.

Increase your chances of getting an item you really want, at either of the vertical dash panel points, or the line of items just beyond.

Use these instead of perfecting the tight racing line turns in the Speed Tactics section.

The crazy ravine is a great way to save some time and boost past those too frightened to leap this gap. Use a Mushroom if you haven't perfected the racing line yet. Or, place a Banana or fake Item Box on the launch or landing point (such as the Item Boxes) if your rival is adept at this move.

The rickety bridge is extremely important, due to the huge number of cunning plans you can hatch. For example, try any or all of the following, before cruising to victory:

Fire a Green Shell behind you to stop rivals hitting you!

Leave a Banana or other obstacle on the rickety bridge. They're difficult to avoid on the narrow bridge.

Draft behind your rival, then boost through them, ideally knocking them into the ravine on either side.

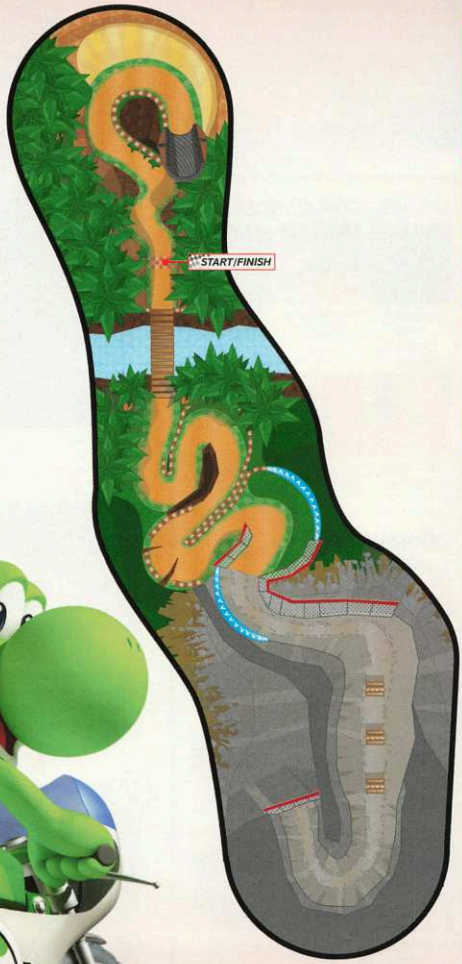
Try the same trick, but use a Mushroom to knock a foe off either side of the bridge.

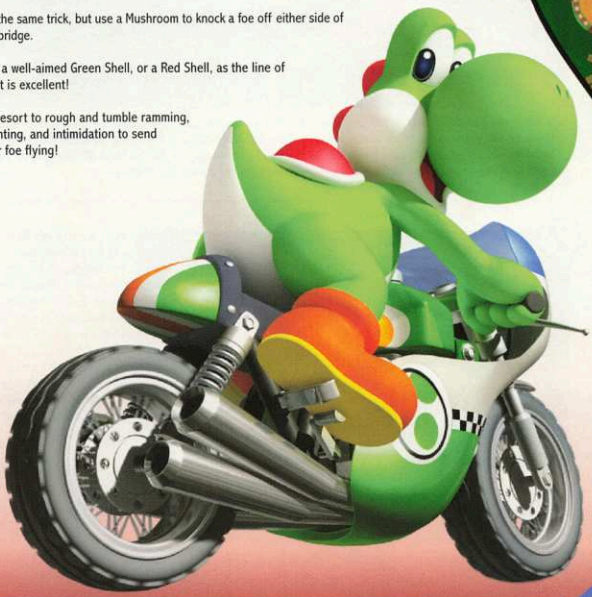
Fire a well-aimed Green Shell, or a Red Shell, as the line of sight is excellent!

Or, resort to rough and tumble ramming, shunting, and intimidation to send your foe flying!

Mirror Mode

Do you reckon you could try leaping the ravine and sliding around those switchbacks, but with your directions flipped? Then try this track in Mirror mode!





N64 Bowser's Castle

Lightning Cup

Welcome to the fiery world of Bowser's *other* castle! This one features constant threats from lava bridges you can slide off, Thwomps you can steer into, and ramps you can easily mistime, resulting in a lava-erly time! The key for mastering this track's sharp twists and dangerous turns is the knowledge of when to use items to increase your speed, and good placement of Shells, Bananas, and fake Item Boxes. And don't drive too close to the Bowser Statues, unless you like your karter extra crispy!

GP Difficulty ★★★★★ TT Difficulty ★★★★★

COURSE FOR CONCERN

MUSHROOM SHRUB (Slowed if struck)

BOWSER STATUE (Slowed if struck)

THWOMP (Squashed, or stopped, slowed or spun if struck)

LAVA PLUME (Slowed and thrown in the air if struck)

LAVA (Time lost if you fall)

TERRAIN TIPS

Super Quick:

DASH PANEL RAMP

Quick:

PAVED BATTLEMENTS

WOODEN BRIDGE

RED CARPET

CHECKERED FLOOR

RED CARPET STAIRS

CHECKERED STEPS

Slow (Off-road):

GRASS

Ignore the Thwomps and the color of the ground. After your mini-boost, wheelie diagonally left onto the checkered floor, then drift and turn when you're around five checkers away from the turn.

Your initial run over the drawbridge is easy; just start with the regular turbo and wheelie, and carry it through until you're just entering the Mushroom shrub area. Then suddenly drift and steer right, between the two sets of shrubs, onto the grass. Use up a Mushroom before you hit the grass in a diagonal line (picture 2), and keep the drift going so you can mini-turbo into the chamber with the red carpet and Thwomps.

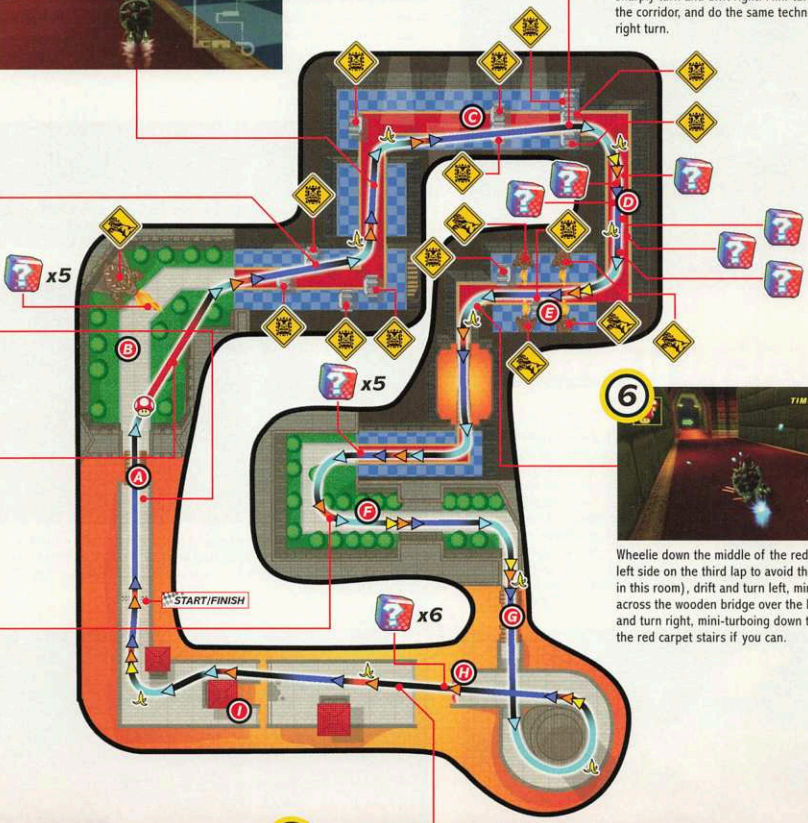
Make a sharp left turn, and drift around the 180-degree corner into the gardens. Hop over the grassy corner if you cut it too fine. Continue the drift so you mini-turbo, then wheelie for a second. Then, as always, make a sharp turn right and drift, and mini-turbo (and wheelie) over the rickety bridge.

Speed Tactics

Your cornering needs to be precise every single time, and you must apply just the right amount of drift to skid expertly around every bend in the track. These skill requirements, plus Thwomp-avoidance capabilities, make practicing a must!

4 Mini-turbo diagonally right, across the red carpet, and wheelie for the entire run. Then drift as you cut in hard on the right corner wall. Turn and mini-turbo just right of the red carpet.

5 Now boost forward from the mini-turbo, and wheelie, moving ever-so-slightly left, onto the edge of the red carpet. Pass just left of the right Thwomp, under the middle one. As soon as you're through, sharply turn and drift right. Mini-turbo, head down the corridor, and do the same technique at the next right turn.



6 Wheelie down the middle of the red carpet (or the left side on the third lap to avoid the first Thwomp in this room), drift and turn left, mini-turbo across the wooden bridge over the lava, then drift and turn right, mini-turboing down the middle of the red carpet stairs if you can.

8 Race around the circular path up the turret, as close to the inside wall as possible, drifting as you go. Mini-turbo, and then zip over the middle of the dash panel ramp. Execute a trick, then land. Wheelie straight and slightly right, do a trick over the next ramp, and land to the right. Then immediately turn sharply left, and immediately right, so you drift around the final turret. Straighten up with a mini-turbo, and wheelie over the finish. Whew! Now for two more laps!

TACTICS FOR LAPS 2 & 3

Drift perfectly around every corner to gain lap times of around **54–58 seconds** (or under).

Amazing as it seems, you can keep this exact racing line for all three laps, when dealing with Thwomps. The only exception is noted at Waypoint 6.

The dash panel ramp has a lava plume firing on laps 2 and 3. Move slightly left of center on lap 2, and right of center on lap 3, to avoid it.

Ghost of a Chance

Dry Bowser and Flame Runner

Him again?! Yes, Dry Bowser may be less meaty than his fleshy counterpart, but he's great for scooting through the courtyards and avoiding Thwomps. Any heavy-weight is also recommended.

PRIMA GAMES

Time to Beat: 02:43:294

Combat Tactics

A

Ramming speed! Note the drawbridge just before you enter the Mushroom shrub courtyard. There are no walls! This means that the drawbridge is a great place to draft, and knock foes into the lava. Or, wait a lap, and use a Mushroom to ram a foe, or fire a Shell.

B

Once you're in the shrubbery, fight for one of the Item Boxes, or (if you have a Mushroom on the next lap) use the Speed Tactics shortcut. The Item Boxes are a good place to slip a Banana or fake Item Box. Stall foes by spinning them using these items or ricocheting Shells, and hope that they're also struck by the Bowser Statue's fire breath!

C

The first corridor with Thwomps is easy to navigate through; just use the Speed Tactics racing line. In the next corridor with Thwomps, stop for a while on a non-important race, and watch the Thwomps' moving patterns. Now you can figure out where it is safe. Otherwise, stay in the middle, and dodge the three at the end based on when they drop.

Tip

Each corner in this area is an excellent place to lay a Banana; you can't see it until it is too late! Also try a Banana, or ricocheting Shell, just after the three Thwomps to waste even more of your rivals' time!

D

The next passage contains Item Boxes moving back and forth. Place a fake Item Box here for fun! Even better is a ricocheting Green Shell that takes out a foe after you pass by! Or, drop a Shell behind you to stop a rival, but remember they can easily aim for you!

E

The final Thwomp room plays havoc with your racing line, so stay close to the middle to weave through. The four Bowser Statues aren't that threatening, but you can try leaving a present around the next corner! As for the lava bridge? Pushing a foe or aiming a Shell are classic nasty tactics here!

F

At the castle exit, make sure you grab an Item Box at the bottom of the stairs; it is very useful in the dangerous garden! Once you're out in the garden itself, watch for Shells of every color, and launch ones yourself. The narrow passage is excellent for manually aimed ordnance!

G

A rickety bridge with no fences? Drive up to your foes and give them a quick nudge into the lava! Remember the racing line over this bridge, too; straight across with no turning. Obstacles are another great plan, but the long, circular drift to the top of the tower is another great place for Bananas, or Shells fired behind you.

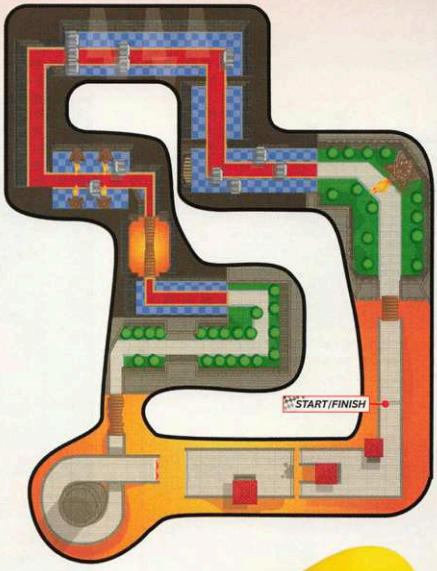
H

I

The final leaps across the turrets are sheer madness! First, dodge the fire sprouting up from behind the ramp or face a lava plunge. Then, either take the racing line, or (as picture I shows) the left stone ramp around the central turret. Either of these landing or take-off spots, or the finishing straight just after the last turret, are great places for an obstacle. When you're finally on the straight, use your ricocheting (or homing) Shells, and good luck with your aiming!

Mirror Mode

Perhaps you've heard of Mirror mode? Apparently the course is flipped, and all left turns become right ones! It's just a rumor, though.



Battle Mode: Wii Stages

For general Battle mode tactics, consult the Training chapter at the beginning of this guide.

BATTLE MAP LEGEND (S) Start Point | Item Box | Coin | Dropped Coin

Block Plaza

Nine separate areas are joined by road. Stay around the central area, because this is where most of the action is! Concentrate your Banana dropping and enemy smashing in this middle zone. This gets you into the action quicker than skulking around the perimeter.

Take the high road! Each of the four "raised" areas, and the middle area, have an upper zone. These are excellent to take; you have a better view of the action, and can easily drive off the edge to the lower path and chase down a foe. You can't be struck from below, either.

If you're playing with some competent (and human) teammates, buddy up with one or two to prowl a specific area. Figure out who is patrolling where before the start of the match. If you each take two "zones," you can sandwich or gang up on single rivals.

Tip

This is an excellent plan in Coin Runners. Keep someone constantly grabbing Coins while the others concentrate on protecting them.

Depending on the time limits, the ground gradually gives way. First the differently colored walls in each section fall, then the statues in the middle of the upper areas. Use this to your advantage! Punt or ram foes into the bottomless pits, and slow down until you can judge the corners well enough to avoid falling in yourself!

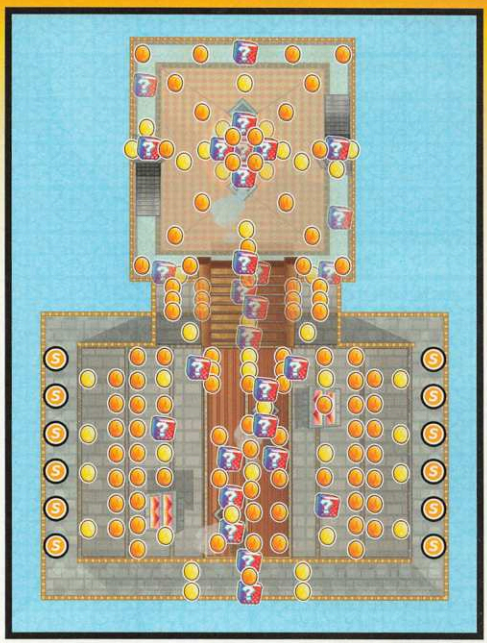
You know that enemies are likely to cluster in the central route around the base of the middle section, so (with the help of your teammates) create a "danger corner" where multiple Bananas are laid. Make it as out of sight as you can. The ends of ramps to and from the upper areas are good places, too.

On this map, try out bikes because they have excellent drift cornering. You never have time for double mini-turbos (only available in karts) anyway, and you can quickly drift with a little more precision using bikes. This makes all the difference when the ground begins to move!

Delfino Pier

The lower area of this map becomes increasingly more waterlogged as the match progresses. Shallow water, and then deep water, begins to lap up around you at the base of the sloped roof. Try to nudge your foe into the deep water; Lakitu has to fish them out if this happens!

Before the second section opens, there is the outside perimeter (which becomes more unsafe as the match progresses thanks to the water rising), the lower roof area, and a connecting area under the large drawbridge, in the middle of the map. Remember to search all these areas for Item Boxes (and Coins).



Take care when you're making long looping drives around the lower roof; many rivals leave Bananas around here, but a better place for an ambush is at the base of the dash panel ramps that lead to floating Item Boxes. Put a Banana here, or fire a Green Shell at a foe about to drive onto the panel, for a better chance at hitting them.

A good route is to enter via the lower interior of the north tower, grabbing what you need (there are Coins by the central drain that is rapidly filling the area with water), and then exit via the stairs to the upper roof. The interior walls make ricocheting Shells a good option down here.

Halfway through the match, the bell tolls, and the taller, northern tower opens up, and the drawbridge lowers. You can now enter the interior, but do this fast if you want the Item Boxes (and Coins) because the water rises very quickly! This becomes impassible toward the end of the match, so don't get stuck down here!

Remember that two sets of steps lead to the roof, and you can also use the dash panel ramps to launch over the steps. Don't forget that you can return to the southern roof via the drawbridge if you wish. Otherwise, stay and skirt around the chimney, leaving gifts for your foes, and keep moving!

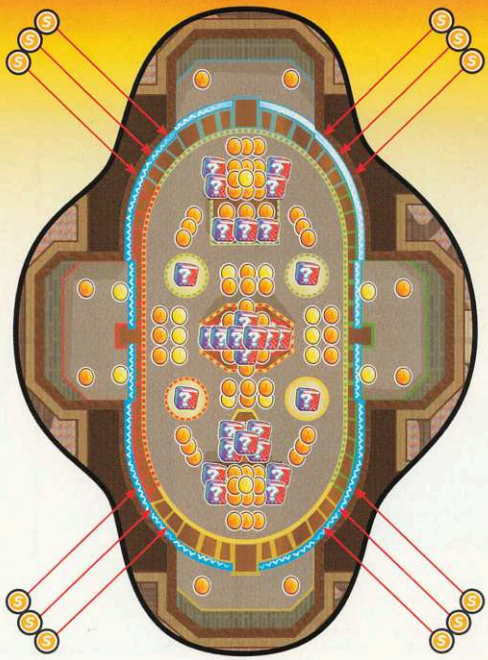
Note

You can also enter the northern tower interior from the roof area below the drawbridge. Enter through the arches where the barred gates were, and grab a quick item in the process!

Funky Stadium

This crazy course is a massive arena with three main stunt areas where tricks are easy to pull off. Surrounding the arena are halfpipe curved slopes for easy (and quick) turnarounds. After you launch, pick a nearby Item Box quickly, and tail a rival you launched with for an early takedown. Drop Bananas at the base or top of ramps.

The arena sides offer countless halfpipe opportunities, and the ability to out-run a Shell or rival thanks to the freedom to go anywhere. Spend some time on the upper sides; these color-coded zones are often good places to hide (and collect Coins). Look for a foe and chase them from here.



You spend most of your time on the arena floor, heading back and forth from the main three stunt areas. Continuously move about the stadium if you're on your own. If you're playing with a human teammate, you can patrol and "own" a particular stunt site. Circle this area until you spot a rival to chase.

The central stunt area offers massive dash panels on all four sides. You can approach from any angle, but the floating Item Boxes can be grabbed only with a fast, straight launch. With this in mind, place an obstacle at the top of the ramps. Don't forget the tunnel underneath, too!

The northern stunt area has a number of cool spots to trick off. The three dash panel "humps" are great for acrobatics in all directions, but drive at them from south to north for the Item Boxes. On the other side is a low platform with one long dash panel. A good place to hide is near the Funky Kong logos. Grab the Item Boxes from the sides.

The southern stunt section offers some crazy and high flying trick action, plus a viewing platform (slow down to land on it) so you can watch for rivals with less chance of being struck from behind. The vertical dash panels are the best way to grab the lower Item Boxes. The low platform to the south is another good place to hide.

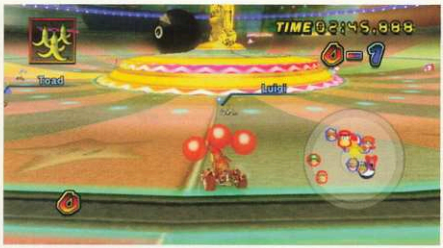
Note

Use the in-game map to locate your nearest foe, ideally from the middle, so you can track them down quickly. Don't forget to land on the middle section itself; use it as a viewing platform!

Chain Chomp Wheel

This vast circular arena has an entrance chute for each competitor (which you cannot return to), then a large banked lower area where all manner of crazy antics can occur! One trick is to aim for the central golden star; boost off the circular dash panel ramp surrounding it, and grab an item from within the star.

Vertical dash panels surround the entire arena. These are very helpful when avoiding or chasing foes, because they allow you to make fast, sweeping turns instead of getting slowed down by the wheel that is constantly turning. Place obstacles on the dash panels to annoy foes!



The crazy banked roulette wheel is a tricky place to negotiate. Most of the items (and Coins) appear here, but the wheel rotates beneath you. Move with the wheel, and not against it, or you drive too slowly and you're an easy target. Remember that you can escape via the middle dash panel ramps, too.

Attacking tactics are plentiful in this arena, and some of the best keep your speed up. This is imperative because you don't want to be a sitting duck! Try making banked turns off the vertical dash panels, then driving over (not around) the wheel, through the star, and to the other side. This is safer than milling around in the middle!

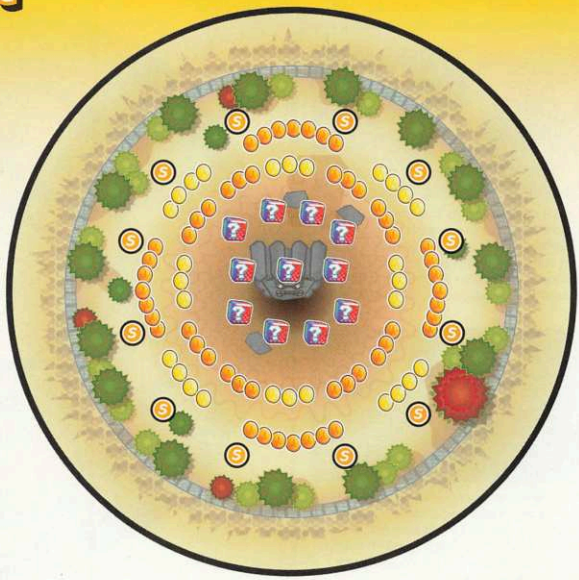
When the Chain Chomp arrives, be very careful when you're navigating around him, as he can slow you and flatten you. Keep him in your sights as much as possible, and dash around the outside of him. Nudge foes into his path. It's better to flee than to slow down and engage in combat with the Chain Chomp ready to roll!

Keeping your Coins after collecting them is a key problem if you're playing Coin Runners. Try partnering with a few teammates, and have them guard you while you take to the exterior of the stage, performing halfpipes all around the vertical dash panels, and steering back to do another while your foes are preoccupied in the middle.

Thwomp Desert

The inside of the stage prior to Thwomp stomp is a still, sloping sand pit with all the items in the middle. Most dive straight in, which can be a good tactic if you can barge through foes with a bigger vehicle. A good plan is to take a curved route, grabbing an Item Box on the edge of the middle, then getting to higher ground.

The inside during the Thwomp stomp is an undulating mass of sand and wobbling racers, determined not to crash into the Thwomp, or be under him when he stomps. As long as you know that you're moving slower, go in for an item or Coins, but then retreat to higher (and safer) ground.



During the Thwomp stomp, more Thwomps (half-buried in the sand) reappear, and you can execute tricks off them. This is a good idea when you're trying to get away, as you have more speed to reach the perimeter. These fallen Thwomps can also shield you from attacks, if you drive around them.

Chasing around the perimeter is safer. Trundle around until you spot a foe, then give chase. Or look down at the mass of enemies trying to grab an item, and chase one down or fire at them from range. Then grab an Item Box and return to your perimeter prowling.

The only real issue to deal with are the dotted cacti on the perimeter. If you touch one, they cause you to spill Coins (or lose a Balloon) and slow down. Try to shunt a rival into a cacti or drift around one to avoid an incoming Shell. Or lie in wait, using the cacti as cover, until you spot a victim, then pull out and give chase!

Shell tossing is an art form, and can seriously impress your friends and annoy your foes. This map is smaller than the Chain Chomp Wheel, but enclosed enough for you to try ricocheting Green Shells from and around the perimeter. Aim where foes will be, rather than where they are when you launch your projectile.

Battle Mode: Retro Stages

For general Battle mode tactics, consult the Training chapter at the beginning of this guide.

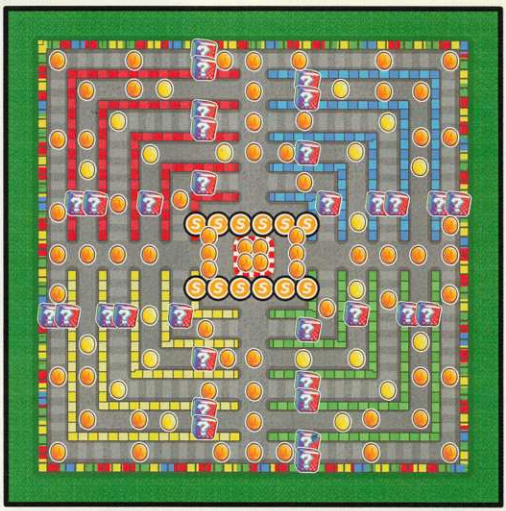
BATTLE MAP LEGEND (S) Start Point | Item Box | Coin | Dropped Coin

SNES Battle Course 4

The middle sand pit area is notoriously dangerous, because there's little room to ambush anyone, but a lot of room to maneuver. This is the only way you can drift around an incoming Green Shell—an excellent item to use throughout this stage. Get into one of the outside lanes unless you want a constant battle!

If you do stay in the central area, try these plans. If you aren't getting ambushed, and you're an expert shot, fire items into any of the "lanes" and catch a foe coming out of any of them. Alternately, zoom up the middle, drift into a lane, and follow a foe, dispatching them from behind.

The inner lane offers a single Item Box at each corner and is the best way to skillfully chase down a fleeing foe, while still having protection on either side. Follow the "L" shape of the lane and you reach the opening quicker, allowing you to emerge, then drift in behind the rival you're following.



The middle lanes are great to weave in and out of. When you reach a corner, fire off a Green Shell so it ricochets back past you, tagging a pursuing foe. Or, place a Banana (or better yet, a fake Item Box) near the cluster of real Item Boxes to annoy and frustrate your foes. Keep changing lanes to avoid becoming predictable.

The outer lane with the rainbow blocks to the exterior is perhaps the safest place to be on this map, and where you should take a stash of Coins. You're only going to be attacked from one side or behind, so you have more chance to fend off foes. The lanes are longer, giving you more time to react to obstacles.

If you're playing a game with human teammates, you can coordinate an area that is your specific "territory," and concentrate all your drivers in this zone, either a corner or a specific lane. In Coin Runners, your team can guard each end while a Coin collector increases your points by a huge amount. Or, you can all gang up on an enemy!

Tip

This is a great stage to ram foes with a well-timed Mushroom! This annoys rivals in Coin Runners mode, but in Balloon Battle, you'll steal one of your opponent's Balloons and add it to your collection!

GBA Battle Course 3

There's little room to hide in this crazy stage. It's more of a flat arena with a central sand pit and four corners, each with their own L-shaped wall that offers some small degree of cover. When the game starts, drive to the nearest Item Box and hope you grab something useful!

The central sand pit slows you down, so use it only if you have a Mushroom. Otherwise, skirt the area. Speed up to decrease your chances of being struck, and drift, wheelie (on a bike), and make slight directional changes so you aren't driving in a straight (and easily hit) line.

Green Shells are extremely potent during battles in this arena. Use them when you're about to grab a new item or when you have a foe in your sights. Don't just throw one away because it might be useful to fend off an attack from behind you. Watch out for the barriers, where a Shell bounce could be an issue.

Try staying in one corner (for example, around the red L-shaped wall and the northeast corner) and you can watch for incoming enemies a little more easily than scanning the entire map. Plus, you can create traps (Bananas just around the corner) that you already know the position of.

Tip

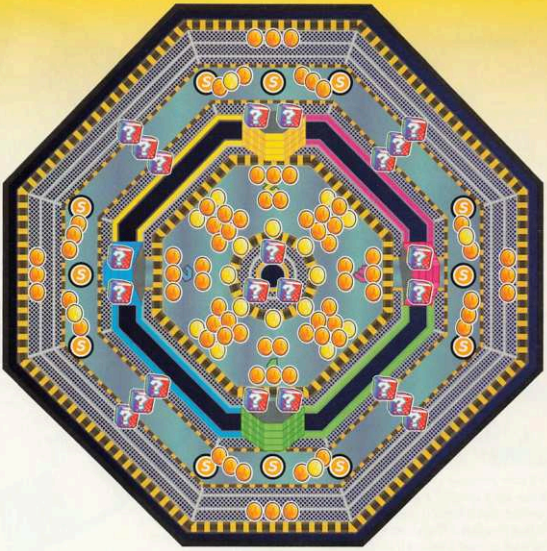
If you have a fake Item Box, place it near the other scattered Item Boxes. Item Boxes always reappear in the same spots, so place your fakes so they're hard to avoid!

Run the gauntlet in the open area, but take time to swing in behind one of the four L-shaped wall sections. These offer some comfort and a hiding place, and you can stop here, check the in-game map for rival locations, and then drive out to ambush them. A precise Shell firing from partial cover could make all the difference!

One good technique is to proceed around the corners, move into the middle, then out to the corners again, and continue this "patrol pattern" so you're never in one particular area for long. If you're playing with human teammates, try patrolling in groups for safety.

N64 Skyscraper

This map features some frightening falls to avoid: gaps on the outside of this octagonal roof, the area between the central zone and the outer areas, and the middle of the skyscraper itself. Avoid the outside edge entirely, as there are no fences. This means Green Shells are much less effective here.



You begin along the outer thoroughfare, and there are two ways to and from the middle arena zone. The first is to drive all the way to one of the four archways. They are color-coded, so you know which direction you are heading. This is useful because you can then determine where your nearest foe is from the in-game map.

The other way to the center of the map simply involves driving over the gap. Normally, this results in a plummet, so drive head-on to the gap and perform a trick. You stay in the air longer, meaning you land on concrete, not thin air!

Head into the central arena, and you have a wide expanse of concrete to engage the enemy in. You can flee by heading outward in any direction if you leap the gap with a trick. However, once you leap, remember to turn and brake so you don't overshoot the outer rim!

The outside lane surrounding the middle arena is a good place for hiding, as you can't accurately fire Shells without a good line of sight. This is a great place to knock foes off either side, into space! The inside mesh bank is a good place for a Banana because the angle of the ground hides it from foes.

Most foes drive quickly toward the central hole and the cluster of Item Boxes. This means you should constantly look here for enemies to attack. When you drive there yourself, drop a Banana, and try jumping only part of the hole, for safety.

Tip

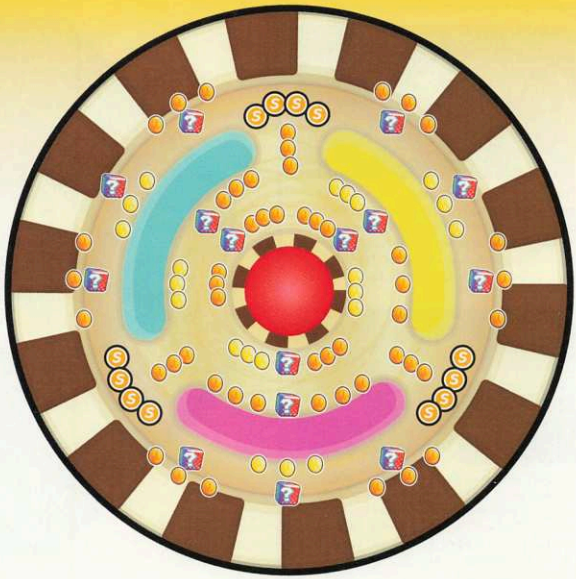
In team games, it is usually better to slow down and gradually increase your team's points rather than rampaging through this area, because points are deducted if a team member that has points loses all their Balloons. You can also lose a Balloon if you fall through a gap. More haste, less speed!

GCN Cookie Land

Green Shells are now a most excellent plan in this circular carnival of color and craziness! Fire them into the inside ring. The ricocheting here is much more dangerous, and the traffic much thicker, leading to a lot more points for your team. The general rule is that the inner ring is more dangerous than the outer one.

Favor a more offensive playstyle? Then use Mushrooms and constant crazy drifting on this map. Drift around, boost forward, and line up a potential victim, and then use a Mushroom to crash into them (if you want to steal a Balloon). Do this before you're spotted!

One of the best plans is to run around the exterior ring for a while, then make a short visit to the inner ring before drifting to the outside again. You then (hopefully) miss the many Shells and other obstacles, while bagging an item you can really use.



Traveling along the outside ring is a little safer, and this is the place to be if you're conserving Balloons or Coins. Take your time; there's no need for top speed drifting unless you're being trailed and attacked. If you can remain calmly driving around the exterior of this stage, you might well win this for your team!

Caution

Watch when firing Red Shells because they can easily disappear over the round exterior wall. Get right on a rival's tail before you fire!

The colorful barriers between the inner and outer edges are slightly more handy than usual. If you want to speed away from the action with a load of Coins, or you want to cunningly ambush a rival, stop on the outside ring, near the barriers, and lie in wait. You're less likely to be spotted!

Some of the sneakiest drivers like to place their Bananas under an Item Box, effectively making it out of bounds unless you're very adept at drifting around it and glancing off the corner of the box. Think about placing a fake Item Box around the outside ring, where they are more scattered, although the inside ring offers less time to avoid such obstacles.

DS Twilight House

The first plan to master is the stage's layout. Use two good landmarks to work out quickly where you are, without looking at the in-game map. This then makes it easier to find rivals and friends. The "castle" courtyard is in the northwest corner. There's Piranha Plant wallpaper in the east and southeast courtyards.

Unlike Cookie Land, it isn't wise to spend too much time on the exterior perimeter because of the bottomless drop all the way around. The single Item Box in each corner is difficult to grab while maintaining speed. In fact, it's a ready-made ambush point; check for rivals grabbing items, and knock them off!

A better plan is to use the exterior corridors intermittently, so you avoid combat in the inner courtyards, and also drift around the walls to hide from incoming shells or enemies. Place Bananas and fake Item Boxes just around a corner on the outside so that foes spin out and fall off the edge!

Once you move to the inside courtyards, they are all linked. Remember which are in the middle and which are at a corner; there are four of each. The middle courtyards are slightly safer, because there's no inside exit. There are also more Item Boxes in these courtyards.

Caution

Drifting around the interior courtyards requires a lot of skill and doesn't really help you out. In fact, it makes it more difficult to dodge incoming Shells or well-placed Bananas!

A great plan for annoying your rivals and maintaining some cover is to stay outside, near a corner to avoid being ambushed, and fire a Green Shell so it bounces through three courtyards—that's bound to hit something! Meanwhile, you can stay in relative safety, away from this ricocheting projectile!

The enclosed nature of this map means you need to be first with your throws. For example, when you enter a courtyard, fire off a Red Shell quicker than your foe. Do this on consecutive tries to really increase your lead! If your team can commandeer one section of the map, this makes takedowns easier, too!

Secret Checklist

Think you know all the unlockables and cool hidden features this game has to offer? Then check off everything you've uncovered—and find out what you still need to reveal—using the following handy checklists!

Kart Characters

Lightweight

Baby Luigi
UNLOCK CONDITIONS:
Time Trial: Unlock 8 Expert Staff Ghosts or, Win 100 WFC Ghost Races or, Play 3,150 games

Baby Daisy
UNLOCK CONDITIONS:
50cc Grand Prix: Score ☆ or Higher in all Wii Cups or, Play 1,950 games

Toadette
UNLOCK CONDITIONS:
Time Trial: Complete all courses or, Win 1,000 WFC Races or, Play 2,550 games

Dry Bones
UNLOCK CONDITIONS:
100cc Grand Prix: Finish Leaf Cup in 1st place or, Play 1,050 games

Middleweight

Daisy
UNLOCK CONDITIONS:
150cc Grand Prix: Finish Special Cup in 1st place or, Play 2,850 games

Birdo
UNLOCK CONDITIONS:
Time Trial: Complete 16 courses or, Win 250 WFC Races or, Play 1,350 games

Diddy Kong
UNLOCK CONDITIONS:
50cc Grand Prix: Finish Lightning Cup in 1st place or, Play 450 games

Bowser Jr.
UNLOCK CONDITIONS:
100cc Grand Prix: Score ☆ or higher in all Retro Cups or, Play 3,450 games

Heavyweight

King Boo
UNLOCK CONDITIONS:
50cc Grand Prix: Finish Star Cup in 1st place or, Play 750 games

Rosalina
UNLOCK CONDITIONS:
Mirror Grand Prix: Score ☆ or higher in all cups or, Play 50 games **and** have *Super Mario Galaxy* save data or, Play 4,950 games

Funky Kong
UNLOCK CONDITIONS:
Time Trial: Unlock 4 Expert Staff Ghosts or, Win 25 WFC Ghost Races or, Play 2,250 games

Dry Bowser
UNLOCK CONDITIONS:
150cc Grand Prix: Score ☆ or higher in all Wii Cups or, Play 4,350 games

Mii Characters

(Weight dependent on Mii, Large Mii shown)

Mii Racing Suit
UNLOCK CONDITIONS:
100cc Grand Prix: Finish Special Cup in 1st place or, Play 1,650 games

Mii Plumber's Costume
UNLOCK CONDITIONS:
Time Trial: Unlock all 32 Expert Staff Ghosts or, Win 5,000 WFC Ghost Races or, Play 5,100 games

Vehicles

Karts - Lightweight

Cheep Charger
UNLOCK CONDITIONS:
50cc Grand Prix: Score ★ or higher in all Retro Cups or, Play 1,800 games

Tiny Titan
UNLOCK CONDITIONS:
Time Trial: Unlock 1 Expert Staff Ghost or, Win 50 WFC Races or, Play 1,200 games

Blue Falcon
UNLOCK CONDITIONS:
Mirror Grand Prix: Finish Lightning Cup in 1st place or, Play 4,200 games

Karts - Middleweight

Super Blooper
UNLOCK CONDITIONS:
50cc Grand Prix: Finish Leaf Cup in 1st place or, Play 300 games

Daytripper
UNLOCK CONDITIONS:
150cc Grand Prix: Finish Leaf Cup in 1st place or, Play 2,700 games

Sprinter
UNLOCK CONDITIONS:
Time Trial: Unlock 24 Expert Staff Ghosts or, Win 3,000 WFC Races or, Play 4,650 games

Bikes - Lightweight

Quacker
UNLOCK CONDITIONS:
150cc Grand Prix: Finish Star Cup in 1st place or, Play 2,400 games

Magikruiser
UNLOCK CONDITIONS:
Time Trial: Complete 8 courses or, Win 5 WFC Races or, Play 900 games

Jet Bubble
UNLOCK CONDITIONS:
Mirror Grand Prix: Finish Leaf Cup in 1st place or Play 3,900 games

Bikes - Middleweight

Zip Zip
UNLOCK CONDITIONS:
100cc Grand Prix: Finish Lightning Cup in 1st place or, Play 2,100 games

Sneakster
UNLOCK CONDITIONS:
100cc Grand Prix: Score ★ or higher in all Wii Cups or, Play 3,300 games

Dolphin Dasher
UNLOCK CONDITIONS:
Mirror Grand Prix: Finish Star Cup in 1st place or Play 3,750 games

Karts - Heavyweight

Piranha Prowler
UNLOCK CONDITIONS:
50cc Grand Prix: Finish Special Cup in 1st place or, Play 600 games

Jetsetter
UNLOCK CONDITIONS:
150cc Grand Prix: Score ★ or higher in all Retro Cups or, Play 4,500 games

Honeycoupe
UNLOCK CONDITIONS:
150cc Grand Prix: Finish Lightning Cup in 1st place or, Play 3,000 games

Bikes - Heavyweight

Shooting Star
UNLOCK CONDITIONS:
100cc Grand Prix: Finish Star Cup in 1st place or, Play 1,500 games

Spear
UNLOCK CONDITIONS:
Time Trial: Unlock 12 Expert Staff Ghosts or, Win 200 WFC Races or, Play 3,600 games

Phantom
UNLOCK CONDITIONS:
Mirror Grand Prix: Finish Special Cup in 1st place or Play 4,050 games

Other Goods

Star Cup
UNLOCK CONDITIONS:
Grand Prix: Finish Mushroom Cup and Flower Cup in 3rd place or better

Special Cup
UNLOCK CONDITIONS:
Grand Prix: Finish Star Cup in 3rd place or better

Leaf Cup
UNLOCK CONDITIONS:
Grand Prix: Finish Shell Cup and Banana Cup in 3rd place or better

Lightning Cup
UNLOCK CONDITIONS:
Grand Prix: Finish Leaf Cup in 3rd place or better

Expert Staff Ghost
UNLOCK CONDITIONS:
Time Trial - Beat the course's default time

Karts and Bikes on 50cc Cups
UNLOCK CONDITIONS:
50cc - All Cups finished in 3rd place or better

Karts and Bikes on 100cc Cups
UNLOCK CONDITIONS:
100cc - All Cups finished in 3rd place or better

Mirror Grand Prix Mode
UNLOCK CONDITIONS:
Finish all 150cc Cups in 1st place or play 4,800 games

New Title Screen Backgrounds
UNLOCK CONDITIONS:
Grand Prix: All difficulties, all Cups finished in 1st place

Normal Ending
UNLOCK CONDITIONS:
Grand Prix: Finish both Special and Lightning Cups in any cc class

True Ending
UNLOCK CONDITIONS:
Grand Prix: All difficulties, all Cups finished in 1st place

★ Next to Your Name
UNLOCK CONDITIONS:
Grand Prix: All difficulties, all Cups: Score ★ or higher

★★ Next to Your Name
UNLOCK CONDITIONS:
Grand Prix: All difficulties, all Cups: Score ★★ or higher

★★★ Next to Your Name
UNLOCK CONDITIONS:
Grand Prix: All difficulties, all Cups: Score ★★★ or higher

Gold Wii Wheel Next to Your Name
UNLOCK CONDITIONS:
Wii Wheel usage above 50% AND Play 100 games

MARIO KART Wii

MARIOKART
Wii
PRIMA GAMES
BASED ON A GAME RATED BY THE ESRB
Official Nintendo Seal
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MARIO KART Wii

CHOOSE YOUR WEAPON!

The Item Boxes have a lot of different equipment in them. Find out here what each one does and how to use them or avoid their effects.

Banana

Drive over a Banana, and you spin to a standstill.

Triple Bananas

Place them around blind corners, slopes, or narrow roads, or to deflect enemy attacks.

Fake Item Box

Hide these in and around regular Item Boxes. Hit one, and you'll be thrown into the air.

Green Shell

Fire forward or backward at a rival or to prevent an incoming item from hitting you.

Triple Green Shells

Use these to really take care of a foe, or as a protective shield surrounding you.

Red Shell

This homes in on a foe ahead of you. Deflect it by dropping an item behind you just in time.

Triple Red Shells

Take care of multiple foes ahead of you, or use these as a protective shield around you.

Spiny Shell

Hits the race leader, flipping him skywards. Try a Mushroom at the last second to flee!

Bob-omb

Creates a big blast after a 2 second countdown. Use on multiple foes in an enclosed area.

Blooper

Covers everyone in front of you in ink for ten seconds! Look out the clear areas of screen until your vision clears.

Lightning

Zaps all other racers to a tiny size. Use to move ahead quickly, and ram rivals as you pass them.

Lightning Cloud

Gives you better handling, then zaps you with Lightning! Nudge another racer before this occurs.

Mushroom

A boost of top speed; use on straights, ram foes so they lose items, or head over shortcuts.

Triple Mushrooms

Wait three seconds between boosts to maximize speed; a great item for zipping through shortcuts!

Golden Mushroom

Gives you constant boosts when used; do this as many times as you can before it runs out!

Mega Mushroom

Triples your size for 10 seconds! Use this to squish your foes and reach pole position.

Star

Fast speed, great grip, and invincibility are yours; hit others, drive over shortcuts, and claim first!

Bullet Bill

Changes you into an invincible Bullet Bill; steer around the course (not off-road) to first place.

POW Block

Spins everyone in front of you after a countdown. Avoid this by jumping in the air when the countdown ends.